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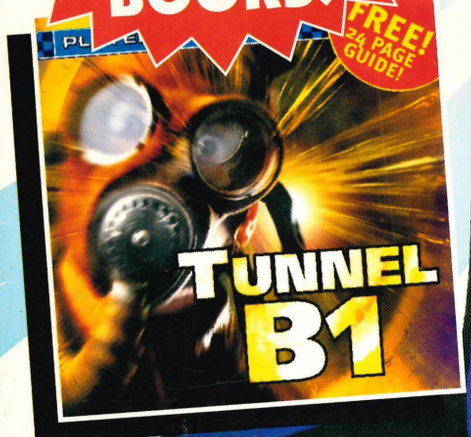

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"...a game engine that blows Delphine's Fade to Black, even ID's Quake out of the water."
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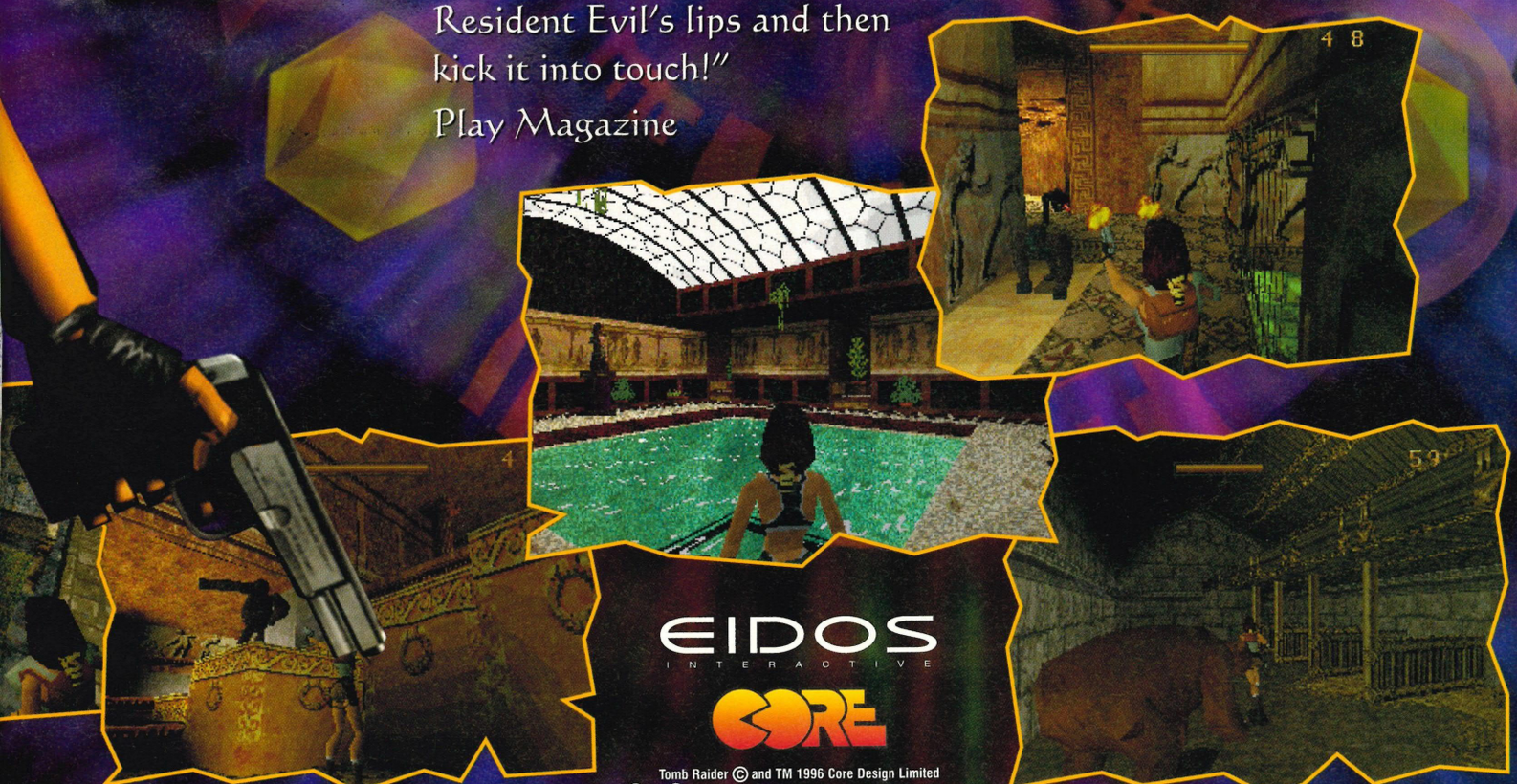

EIDOS
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CONTENTS!

REVIEWS

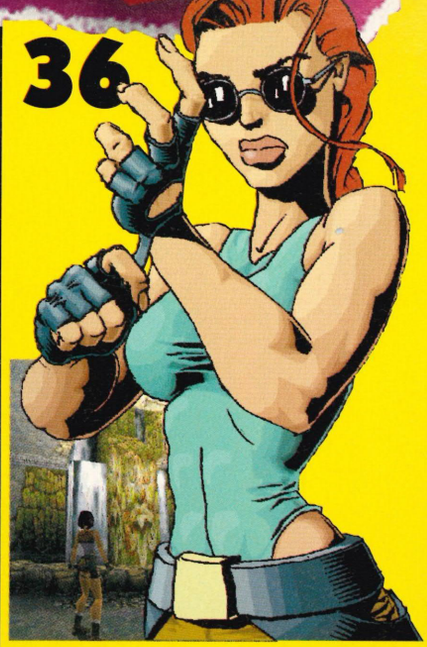
BLACK DAWN	54
BREAKPOINT	48
BROKEN SWORD	60
DESTRUCTION DERBY 2	68
DISRUPTOR	66
FIRO & KLAWD	72
NAMCO SMASH TENNIS	64
NHL '97	74
PANDEMONIUM	32
PITBALL	62
STAR GLADIATOR	44
STREET FIGHTER ALPHA 2	28
TOMB RAIDER	36
VICTORY BOXING	56
X2	40

PREVIEWS

BATMAN FOREVER	18
FIFA '97	80
ISS DELUXE	84
COMMAND & CONQUER	88
POWER MOVE WRESTLING	92
NBA JAM EXTREME	94

REGULARS

CHARTS/RELEASES	10
CHEATS	50
HOT PROPERTIES	12
NEXT MONTH	98
NEWS	6
PLAYPEN	16
U-REVIEW	27

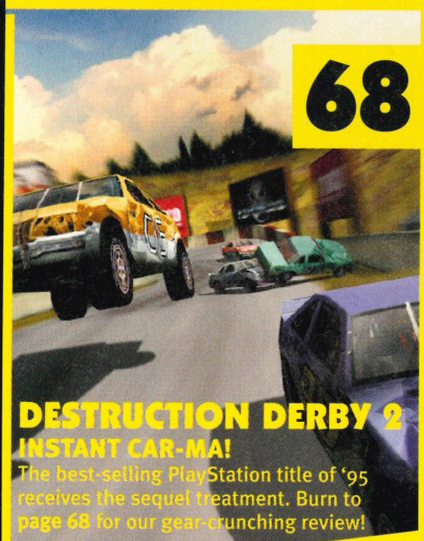


36

TOMB RAIDER

TOMB IT MAY CONCERN!

It's time to meet Lara Croft, the babe who just can't keep out of trouble. Join her as she uncovers the mysteries of Tomb Raider. Turn to **page 36** for the definitive review, but keep your hands to yourself!



68

DESTRUCTION DERBY 2

INSTANT CAR-MA!

The best-selling PlayStation title of '95 receives the sequel treatment. Burn to page 68 for our gear-crunching review!

PANDEMONIUM!

BEST PLAYSTATION PLATFORMER EVER?

BMG strike back with their magical platformer Pandemonium! Leap to **page 32** for the full lowdown on this visually stunning jump fest that pushes the PlayStation to its limits!

32

HOLY EXCLUSIVE BATMAN!

It rocked the arcades and now it's on its way to a PlayStation near you! Switch that Bat-belt to 'read' mode and turn to **page 18** now!

STREET FIGHTER ALPHA 2

28

CAPCOM'S SECOND COMING!

The most famous beat-'em-up of all time comes under the Mean Machines cosh. Fireball your way to **page 28** and find out if the best can get any better!

CHRISTMAS COMPO FRENZY! TURN TO PAGES 78

BATMAN FOREVER 18

X MARKS THE SPOT!
More space thrills courtesy of Team 17. Hang on to your helmets 'cos you're about to take to the spacelanes as the PlayStation gets its most frenetic shoot-'em-up yet! Blast to **page 40** for our **EXCLUSIVE** review!

STAR GLADIATOR!
STARS IN THEIR EYES!
Capcom's first full venture into the dizzy world of 3D gets the MMP once over. Can Capcom cut it? Plasma your way to **page 44** and BOK your way to oblivion!

44

TATTOO YOU!
FREE! NBA JAM EXTREME TATTOO!
Just when you thought we couldn't possibly give you any more crimbo freebies from MMP, we deliver you a totally **FREE!** NBA Jam Extreme tattoo. Flex your forearms to **page 96**!

TIPS TIMES TWO!
X2 AND TUNNEL B1 GUIDES!
Stuck in the gloomy depths of Tunnel B1? Stuck blasting X2 aliens light years from home? Well turn to **page 83** and discover the route to enlightenment with our **EXCLUSIVE** tips guides. Plus! Get a fiver off each game in our brilliant tie-in with Ocean software. Yikes!

EDITORIAL

EDITOR
Simon "It'll all be over soon!" Clays

ART EDITOR
Oz "Love load!" Browne

DEPUTY EDITOR
Matt "Parisian walkways" Broughton

DESIGNER
Lucy "Close to death" Hill

GUEST TOP DESIGNER
Tom "Rock leg-end" Cox

STAFF WRITER/TIPS GURU
Steve "Half bottle of JD and a night bus" Key

OVERSEAS CORRESPONDENT
Warren "Aren't the winter nights lonely" Harrod

ILLUSTRATIONS
Steve Kyte

SPECIAL THANKS TO:
The PlayStation limo for being ace, Simon Smith-Wright for the tattoo (and Matt's birthday beer!) Decs and Nathan for the co-operation on the tips books, Steve Heley and Andreas for the X2 stuff, Gavin at BMG for the Cream 4th birthday party – large to say the least, Tom Cox for his all his help, Steve and Tim for theirs, Guy at Sony for his top compo, Nick at JVC for his goodies, and to everybody else at this time of year.
Er... peace and love, man. Yuk!

MANAGING EDITOR
Steve "Mellett" Merrett

PUBLISHER
Harry "Stiff upper-lip" Attrill

PROMOTIONS MANAGER
Zool "It'll be a doddle, honest" Leese

AD MANAGER
Liza "Left hand, no right hand, oh I don't know" Hawkes

DEPUTY AD MANAGER
Chris "It can't be in proportion?" Perera

MARKETING MANAGER
Alex "Man of stats" Gorman

PRODUCT MANAGER
Kirsten "Quote-hunter" Ritchens

MARKETING EXECUTIVE
Claire "C'wor! Is it me, or is it cold?" Matthews

EXECUTIVE PUBLISHING DIRECTOR
Sarah "Games Master" Janes

EDITORIAL OUTSIDE LOO
Priory Court,
30-32 Farringdon Lane,
London EC1R 3AU.
PHONE: (0171) 972 6700
FAX: (0171) 972 6710
EMAIL: playstation@cix.compulink.co.uk

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AND REMEMBER KIDS...
The road of excess leads to the palace of wisdom

AND 59 TO WIN OVER £3000 WORTH OF PRIZES!

PSST!

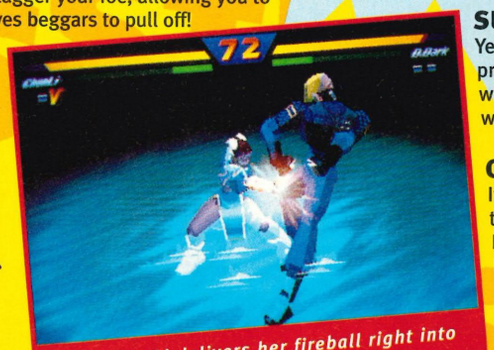
You've read the rest now read the best. You want the very latest news concerning all things PlayStation – you're here! You want the most up to date release dates, then check out our charts. You want shots of the latest 'Station games in development then flick to Hot Properties for the full lowdown. GO!

NEW NEWS FOR STREET FIGHTER!!

Remember when we told you all about Street Fighter Gaiden, Capcom's 3D incarnation of their universally known beat-'em-up series? Well, things have changed since our last little update – it's now going to be known as Street Fighter EX! Previously we've had little info on the actual combat system they're going to employ, but thanks to our Japanese spy we now have the full SP direct from Capcom themselves.

GUARD BREAK!

Much of the fun derived from beat-'em-ups is the plain and simple ability to kick ass! In many of the recent fighting titles to emerge we've seen far too much blocking. To counter this, Capcom have introduced the Guard Break. These work much the same way as Alpha Counters do, taking one level from the Super Combo energy bar, but they also stagger your foe, allowing you to take the initiative – probably making the moves beggars to pull off!



Bok! Chun Li delivers her fireball right into the guts of a nasty, nasty man. A-ha!

SUPER COMBO SURPRISE!

Yep, you got it, the Super Combos are in there and Arika, the programmers working for Capcom on SFEX, have confirmed this! It'll work in much the same manner as the Super Combo gauge in SFA, but will also include another Super Combo feature. More as it appears...

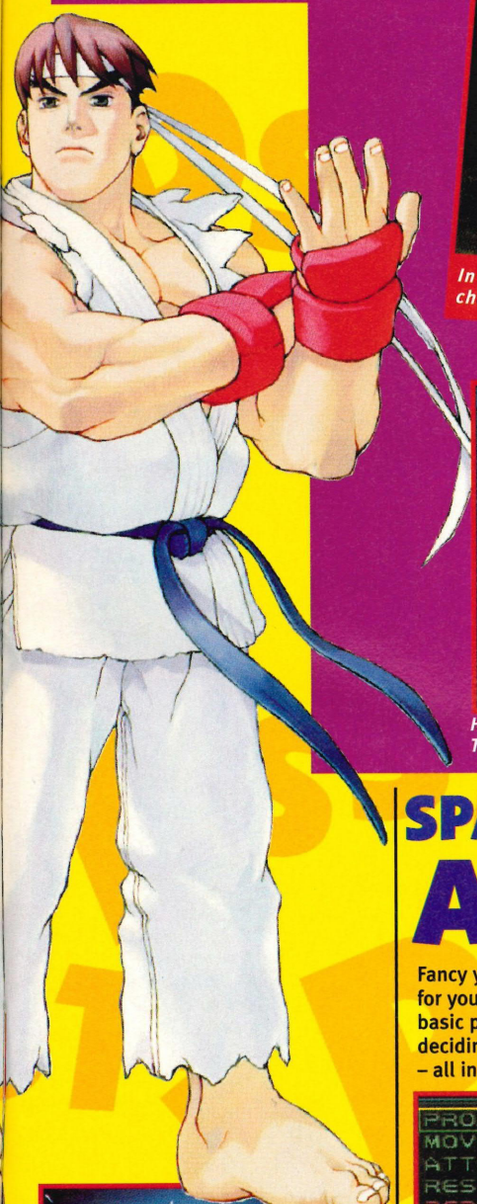
CHARACTER ANALYSIS!

It has also been confirmed that Street Fighter EX will feature a total of eight characters for you to fight with – plus secret ones. Four are to be pulled from Street Fighter 2 Turbo — Chun Li, Ken, Ryu and Zangief — while the other four are completely new characters for the game. We can't wait to see 'em!

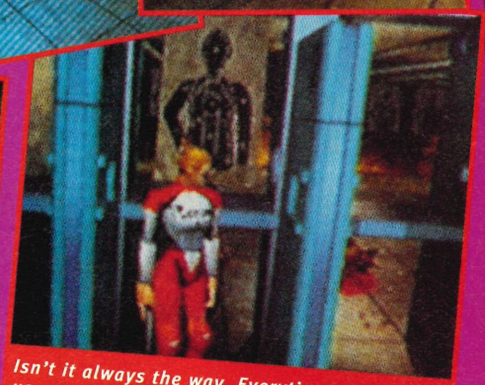
Whollop! Ken performs his famous Dragon Punch in all its glorious, new-improved 3D style-e. Boy, am I excited!

MORE RES' EVIL 2 SHOTS CRAWL FROM THE CRYPT!

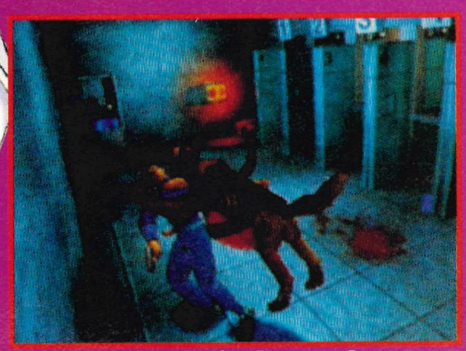
More Capcom, as they release updated shots of their second visit to the graveyard. As we revealed in our October edition, Res' 2 takes you back to Raccoon city where the virus has overcome the city's population. These latest shots confirm that you'll have to roam around shops, offices and even the cop shop blowing the brains out of the undead. Look out for an in-depth update next month when we visit Capcom of Japan!



In Resident Evil 2 you'll control totally new characters, giving Chris and Jill a holiday!



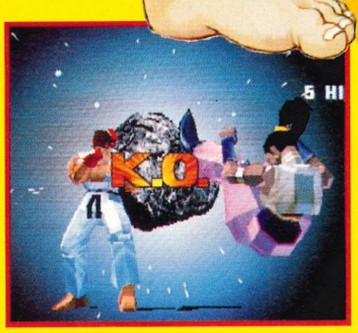
Isn't it always the way. Everytime you want to use a call box there's someone ringing Mars!

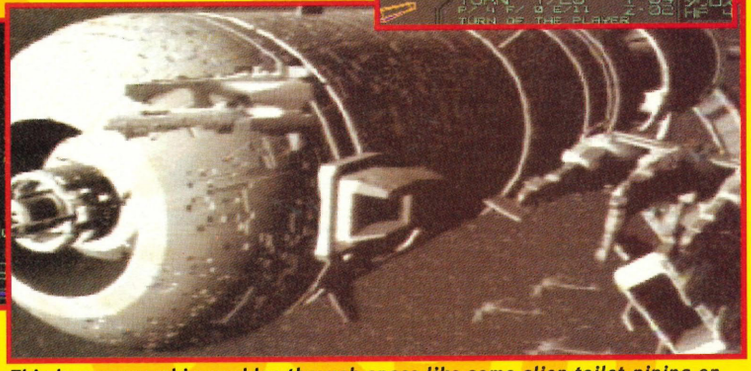


Here we see the new Blue Peter pet Dog, Trixie, ripping open the throat of a presenter!

SPACE THE FINAL FRONTIER: AUBIRDFORCE!

Fancy your chances as a budding space jock? Well, Aubirdforce could be just the game for you. It's just been released by Bandai in Japan and is selling extremely well! The basic premise of this Buck Rogers-'em-up is that you control a fleet of space craft, deciding whether to send out probes, attack enemy fleets or upgrade your technology – all in hyper-glorious 3D!

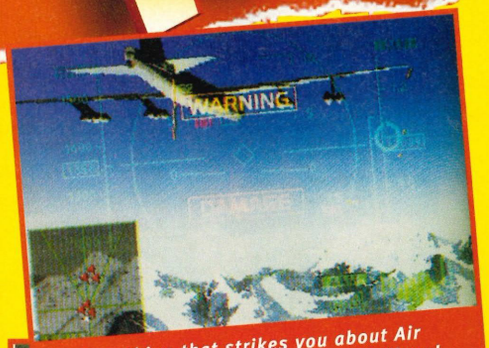




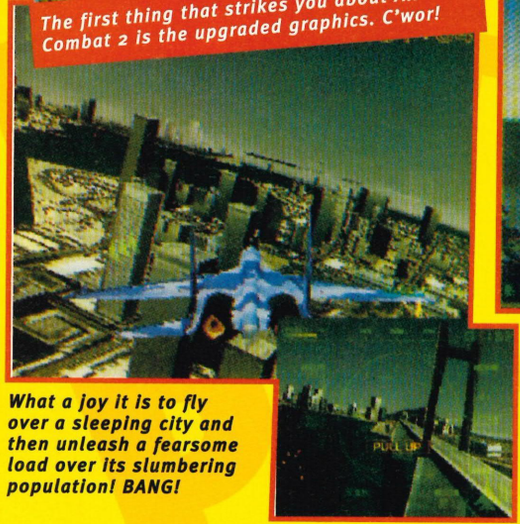
This huge spaceship rumbles through space like some alien toilet-piping on its way to unblock Jabba the Hut's U-bend! Hmm... yum yum.

PSST!

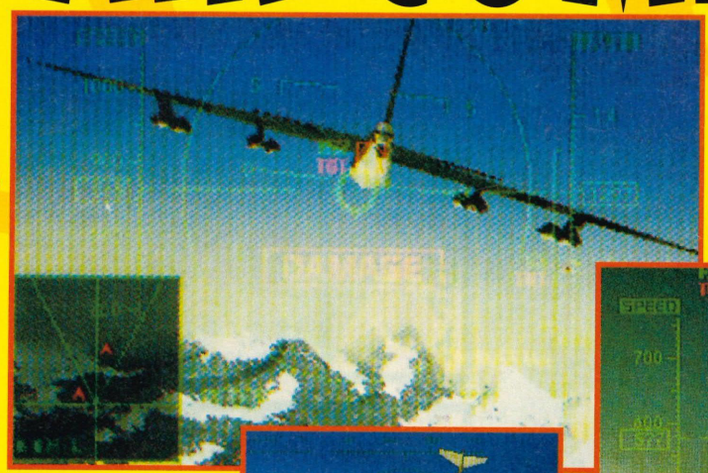
AIR COMBAT 2



The first thing that strikes you about Air Combat 2 is the upgraded graphics. C'wor!



What a joy it is to fly over a sleeping city and then unleash a fearsome load over its slumbering population! BANG!

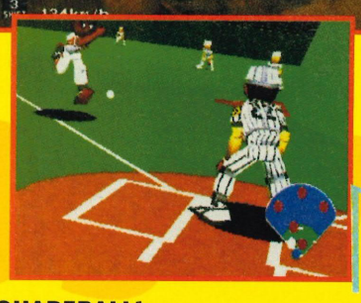


"This is your Captain speaking. Please could you extinguish all cigarettes and fasten your belts. We are about to make impact with the planet!"

Those of you who remember the early days of the PlayStation will undoubtedly recall – for whatever reason – Namco's coin-op conversion of Air Combat. Well, lo and behold the sequel has appeared. This second incarnation, because it's not having to replicate the arcade machine, boasts a whole new range of features and enhanced graphics! Check out these great shots and come fly with us very shortly!

THE WHEEL IS SQUARE NOT ROUND!

We can exclusively reveal that RPG empressarios, Squaresoft, are widening their sphere in the games market. Grand Championship Rally is their first venture into the world of the arcade racer. As you can see from this very early screenshot the game would appear to have a similar flavour to Sega's Rally title. Expect more as it appears!

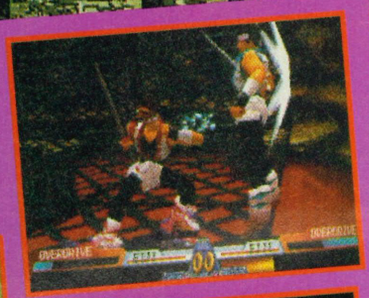


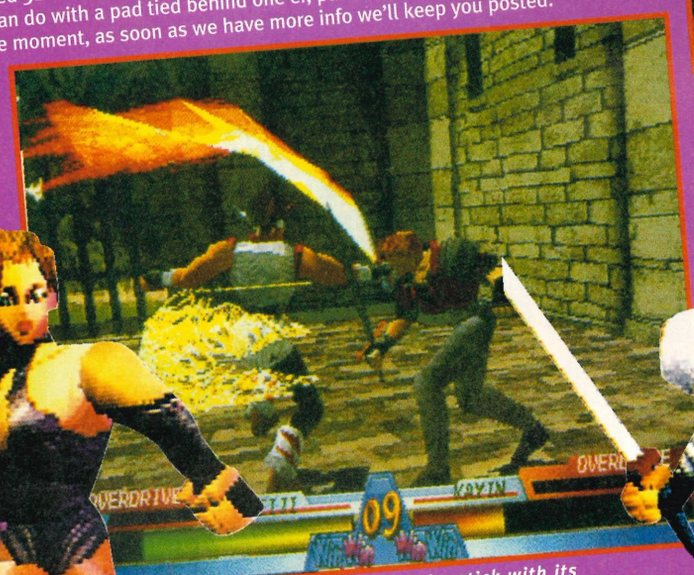
SQUAREBALL!

This shot of Square's cutesy baseball title, Super Live Stadium, is the first that anyone in the world has seen! While we really don't know much about the game (though you can probably assume that you'll have to bat, pitch and field) we thought that you'd still like to look at the first shot! Enjoy.

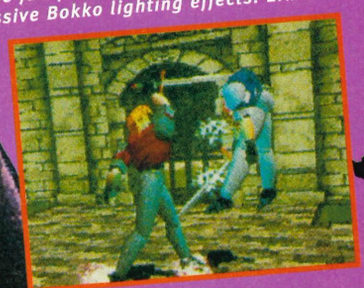
TOSHINDEN 3

Can you believe it? Takara have only just released Tosh' 2+ and Tosh' Kids and Toshinden 3 is already well on the way! As you can see, the game's in glorious techni-coloured 3D and still boasts all those funky lighting effects that the PlayStation can do with a pad tied behind one er, parallel port. While details are sketchy at the moment, as soon as we have more info we'll keep you posted.





Feel the full force of Mega Boko-stick with its impressive Bokko lighting effects! Er... BOK!



TOKYO WARS

Take the test drive of a life-time in a big lump of metal!

Players at the recent Jamma show take advantage of AR2!

ALPINE RACER 2

NEW NAMCO COIN-OPS!

TOKYO WARS

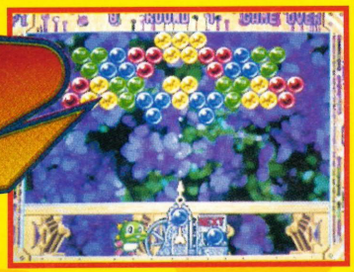
If this game feels strangely familiar it's because TW was released a while back before being subtly withdrawn for a few in-game enhancements. In typical arcade style-e, you control a big tank and spend your time blowing other tanks up. After early training sessions at the Tokyo docks, you embark on blast fests around the main streets of Tokyo!

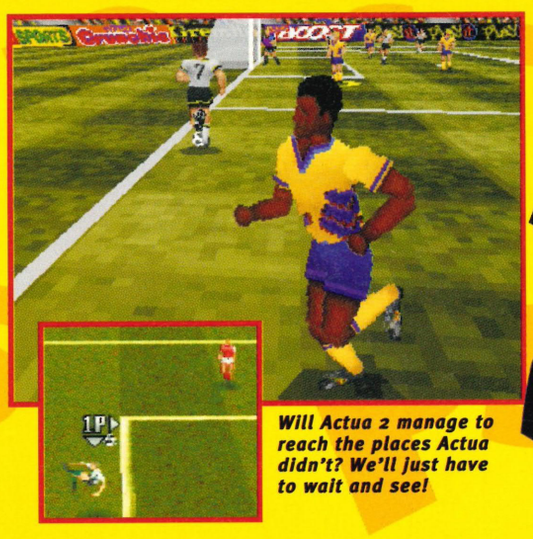
ALPINE RACER 2

The off-piste hit of '95 is back for the second time as fresh snow falls into the arcades. This time AR2 boasts a two-player link-up so you can ski against a mate. There's also a range of new courses that'll see you speeding through alpine villages, tanking around precarious precipices, and down mountain roads!

THIRD TIME OUT FOR PUZZLE BOBBLE AT THE ARCADES!

We've had just about every bubble-e type of title you can possibly imagine, and now we're about to get Puzzle Bobble 3! You're going to get the choice of eight unique characters and battle through over 30 stages or 560 rounds! New features include being able to deflect shots from the ceiling as well as the sides. Another will be your character's ability to launch the Rainbow Bubble, which causes a massive chain reaction capable of totally defeating your opponent in one foul blow! Expect this one on a PlayStation near you soon!





Will Actua 2 manage to reach the places Actua didn't? We'll just have to wait and see!

SOCCER SHOCKER!

The big soccer guns are out again for '97 with news that both Psygnosis and Gremlin are working on sequels of their PlayStation footy games. Information is extremely limited at present, but you can bet yer motion-capture studio that one'll be called Actua 2 and the other might well go under the monicker of Adidas Power Soccer, er 2!

TIME OF THE MONTH!

There'll be plenty of blood to spill in Namco's V' Cop killer!

Hopefully Namco will include the infamous 'duck' option!

Check these shots out and stand agog! These are the world's first shots of Namco's Virtua Cop killer, Time Crisis. For those of you who have been asleep, dead or unconscious for the last year, Time Crisis is a crosshair 'n' gun shooting game. To keep everything in line with the arcade title Namco are also releasing a gun peripheral that plugs into your 'Station. Using the gun as your defence you have to kill just about everything on-screen, only taking time out to reload by clicking off-screen. The only real mystery that remains is how Namco will implement the 'duck' facility that made the coin-op so popular. Next month we'll have a full report on this amazing game!

PSST!

Tell you what! There are a lot of top games on the horizon, and this page is where to find them!

JANUARY '97

LEGACY OF KAIN
Our Matt was completely taken with this for the preview last month, and word from BMG is that we'll have it early next year. Vot sveet music zey make.
OUT: JANUARY

DECEMBER

STEEL HARBINGER
Not yet reviewed by ourselves (we've never really been into badly drawn sexist images — yeah, right!) but the more PlayStation titles the better. Love that leotard!
OUT: DECEMBER

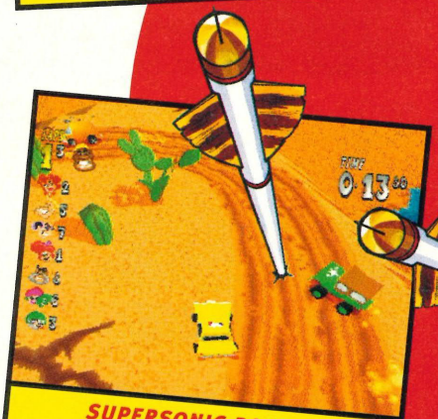
NOVEMBER

MORTAL KOMBAT TRILOGY
A whopping 92% last issue should let you know that this is WELL worth waiting for. Ready for a flawless victory?
OUT: DECEMBER

SOVIET STRIKE
We loved this game to the tune of 93% last issue, and can't recommend it enough. So GO AND BUY IT! Get the message?
OUT: NOW

BROKEN SWORD
A remarkable adventure that picked up a healthy 90% in this very issue (page 60). One of a kind and extremely classy. But when's it out...?
OUT: DECEMBER

OUT NOW



SUPERSONIC RACERS
Having earned itself a respectably (if disappointing) 69% last issue, the Micro Machines wannabe is packaged and ready for your enjoyment. Or not...
OUT: NOW

WARHAMMER
Another Mindscape title to pass us by this month is the strategy war-sim, Warhammer, that should be charging onto the PlayStation shelves as we speak.
OUT: NOW

CRASH BANDICOOT
Love him or hate him, you can't help but, er... hate him! No, that's not right. Anyway, the little fella should be running around your platforms round about... NOW!
OUT: NOW-ISH

NOVEMBER

STAR GLADIATOR
We've been getting quite into this little beauty, and with an 89% score this issue (see page 44) you should seriously think about a future purchase.
OUT: DECEMBER

CONTRA
It's an oldie that's been given a brand new coat of paint and some funky trousers, but having no doubt seen our corking preview last issue, you'll wanna' know when it's out, so...
OUT: DECEMBER

STREET FIGHTER ALPHA 2
Egads! 95% in this issue's review (page 28) and WHAT a game! If you only ever buy one beat-'em-up, make sure it's this. And not long to wait...
OUT:NOVEMBER 26TH

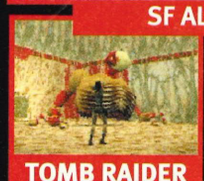
HMV CHARTS

1.	NEW	WIPEOUT 2097	THE best racing game ever in our opinion! If you don't already have a copy, why not?
2.	▼	FORMULA 1	
3.	NEW	TEKKEN 2	
4.	NEW	BUBBLE BOBBLE	
5.	NEW	ACTUA GOLF	
6.	NEW	TUNNEL B1	
7.	NEW	FINAL DOOM	
8.	▼	RESIDENT EVIL	
9.	▼	BUST-A-MOVE 2	
10.	RE	TRACK AND FIELD	

New entries abound this month, thanks to the releases of **WipEout 2097**, **Tekken 2**, **Actua Golf**, **Tunnel B1** and **Final Doom**. **Tekken 2** enjoyed knocking **F1** off the top for a while before **WipEout 2097** came along and took its rightful place! **Final Doom** was similarly blocked out at number three for two weeks before being finally forced down to number eight. The **Bubble Bobble/Rainbow Islands** compilation entered at number six and worked its way to number four, while Gremlin's long-awaited **Actua Golf** has taken up residence at number five. Talking of residence, **Resident Evil** is still selling well, as is **Bust A Move 2**. Sadly, **Williams Arcade Greatest Hits** didn't prove as popular as hoped, only appearing for a week at number seven before dropping off again, while EA's **Madden NFL '97** performed a similar vanishing act after three weeks of position hopping... keep 'em peeled!

MEAN MACHINES PlayStation RECOMMENDS

SF ALPHA 2



TOMB RAIDER

BROKEN SWORD

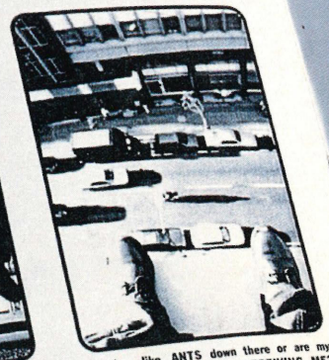
umping Flash 2
s a remarkable game
on all counts,"
PlayStation Plus

THOSE MAGNIFICENT MEN AND NO FLYING MACHINES...

Hi Mom!!! Latest wild and crazy technogliders, Harry "Call me pancake" Zittert and brother Zak scale the Metropolitan Life Assurance building for an attempt on the Manhattan Central Park record. No holding hands, fellas.

Whoops! Lucky I avoided that banana skin! Yours truly, "THE BIRD" Bauer checks out the chasm on 18th Street, for a hop, skip and giant jump.

Spiros and co-pilot Howie complete an emergency landing on the roof garden of Martino's niteklub and eaterie, downtown Queens. YOU *&@!!?? GUYS KILL ME. (or something like that, according to the irate janitor).



Are they, like, ANTS down there or are my reconditioned B52 goggles DECEIVING ME? (Bob "The Bomb" Anderson about to drop his awesome load yet again over an unsuspecting public on 5th and 16th.)

Flight without wings. Scientists still baffled.

Ok, ok, so you classed yourself among the emus, penguins and other unfortunate inhabitants of this planet and didn't, like, give it a second thought...UNTIL NOW.

Listen, they keep on telling yo
those jerks that are EARTHBOU
that it "cain't, just cain't be d
Like what do they **!&@?*
As new members constantly
us: "I never knew it was i
for anyone with nerves
a will like IRON an
CONCRETE...here co
schedule and meeti
quarter's jumps ov
8.11.96. Early ca
1568, 6th Stree
24.12.96. Xma
Coffee Hous
Manhattan

The Roof Jump ing Club of New York

Dear Mr Spirat,

Thank you for your application to join the club. We are delighted to accept you as a member and enclose a membership card and details of your first jump.

Once you've experienced the rush of leaping across a 30ft wide gap between two buildings 200ft above the ground, we're sure you'll want to do it all over again.

Unfortunately we are still required by state law to remind you that roof jumping is illegal and so all club activities must be carried out in complete secrecy. Dates of jumps may change depending on police presence in the area.

Yours

Alvin "Birdie" Bauer
Club President

Please fill in and return to the club

For Club information o

How did you first become interested in roof jumping?

Tick

A. I was inspired by the mechanical Robbit in Jumping Flash 2, the PlayStation video game ☐

B. Other ☐

SONY

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HOT! PROPERTIES!

Only one page this month I'm afraid, but it's still packed with all the goodness you've come to expect from MMP!

PERFECT WEAPON EA

Time Commando's only just off the EA rollers, and here's a similar product, (70% action, 30% adventure). We know there are five hostile worlds, complete with directed views, but we'll have more details next month (thanks to a deal that got me a kiss out of EA's gorgeous Andrea!)

RELEASE: *Pre-Xmas*

TEMPEST X

INTERPLAY

What with most of our readers having been born in the eighties (apart from all the sad 37 year olds who STILL want to join the Mean Team!) Tempest might not be a familiar name. It was, however, a classic (but only for a short while!) You spin around the rim of a 'web' shooting the nasty creatures that try to climb out, doing you best not to panic, and saving your limited Smart Bombs for those hairy moments. Well it's back, and it's souped-up!

RELEASE
DECEMBER

MECHWARRIOR 2

ACTIVISION

Following on from their success on both PC and Macintosh, Activision are all set to bring us their futuristic blaster, Mechwarrior 2. Being a new version for the Sony wonder-machine, the PSX game will have tons of gorgeous new graphical effects and touches, AND feature 16 never-seen-before missions. Cool.

RELEASE
Xmas

STARWINDER

MINDSCAPE

The future, as they say, is now! Starwinder is a bit like Mindscape's previous racer, Cyberspeed, only this time you're not tied to the track with, er... cyberstring! Yes, it's time to strap in for some serious G-Force, as you try to keep to the perfect line and beat a horde of enemy racers. Cwor!

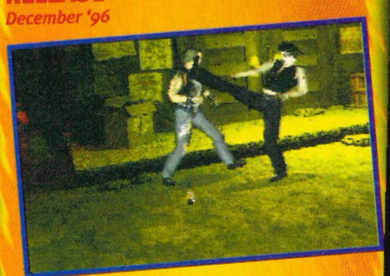
RELEASE
December '96

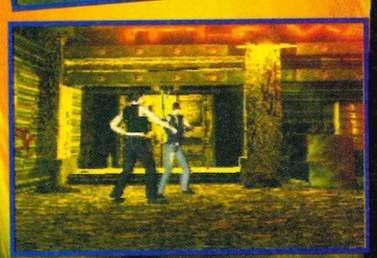
CROW 2: CITY OF ANGELS

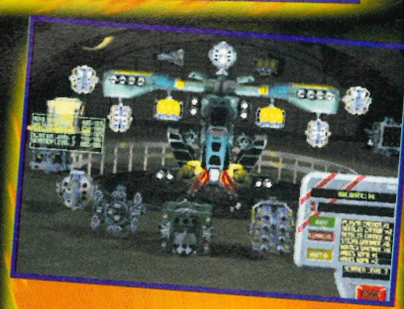
ACCLAIM

It's time to don the black leathers and slap some eye-liner on, because The Crow's back, and this time he's rendered! Well actually it's more like a Resident Evil affair, with you beat-'em-up-ing and wander-er-ing around a number of action-packed locations. Or something.

RELEASE
December '96





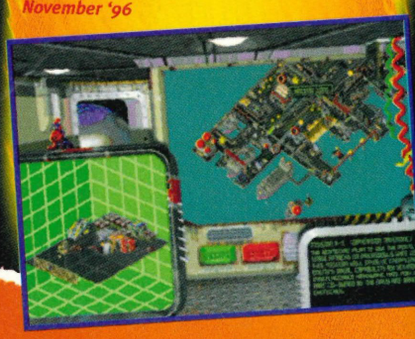


BEDLAM

MIRAGE

One look at the screen shots lets you know that this is a futuristic, Syndicate-cum-Overkill affair, with tons of mass-destruction and killing going on all over the place. Bedlam is a mission-based affair, with you experimenting with all manner of hi-tech weaponry and power-ups in an attempt to fill the screen with flames. Look out for a full preview next month (where I intend to know what I'm talking about!). Bloody Tony King!

RELEASE
November '96



"Broken Sword sets an impressive standard for would be suitors"
Official PlayStation 9/10

DADE COUNTY POLICE DEPARTMENT

YEARLY ASSESSMENT / FITNESS FOR DUTY

OFFICER NAME FIRST....John ....LAST....O'Rourke....

RANK....Detective ~~EXTREME~~....**TERM OF DUTY**....12 years....

WEIGHT....195 Kilos....**HEIGHT**....6'1"....**AGE**....36....

DATE OF LAST ASSESSMENT....10/3/95....**TODAY'S DATE**....10/6/96....

PHYSICAL EXAMINATION

Officer's physical fitness has deteriorated since last year. Failed to complete 7 mile run. Heartbeat over 160bpm. Officer appears physically exhausted and is suffering from insomnia - nightmares about "terrorists dressed as clowns trying to bomb his home" are keeping him awake.

PERFORMANCE ON DUTY

According to colleagues, Officer O'Rourke has become excessively paranoid. He believes madmen are out to "gun him down" on every street corner. This has led in turn to said officer making a total of 15 (fifteen) arrests on the Metropolitan Circus Clown 'Bozo' (Luigi Donatelli) in the past month. Sr. Donatelli has since filed an official complaint with the precinct and court action is pending.

RECOMMENDATION

1. Officer should be suspended from duty until further notice.
2. PlayStation video game 'Broken Sword', a detective mystery, should be removed from precinct forthwith to avoid affecting other officers.

ASSESSOR'S SIGNATURE....

SONY

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MEAN TEAM!

'TIS THE SEASON TO BE MERRY....

Welcome to all those of you who sent in your tokens and are now fully fledged members of the new and exclusive Mean Team!
And congratulations are in order to the first 500 members to join - your exclusive Micro Machines goodie packs will be winging their way to you shortly.

Don't despair if you were not one of the first 500 to join because we've got some great offers and comps coming up soon. Plus, there's also the first monthly newsletter with all the hottest PlayStation news to look forward to.

Merry Chrissie Mean Team members and Bah Humbug to all those who didn't collect their tokens!
Oh alright, since it's the season of goodwill and all that, and since I'm feeling particularly generous I'll give you one last chance to join. And what party trick do you green-eyed monsters have to perform?

Well, here goes! Simply subscribe to Mean Machines PlayStation for the next 6 months (or more) and you will instantly become a most privileged member of the Mean Team! Just fill in the form below or call our subscriptions hotline on 01858 435350 and when you place your order you'll earn instant street cred as a member of the meanest team on the block!

To subscribe to Mean Machines PlayStation complete the form and send with payment to:

Mean Machines PlayStation, Subs Dept, Tower Publishing, Tower House, Sovereign Park, Lathkill Street, Market Harborough, Leicester LE16 9EF or if you wish to pay by **CREDIT CARD** call our **SUBSCRIPTIONS HOTLINE** on **01858 435350** during the hours of 9.30am - 5pm quoting source and offer codes.

I wish to subscribe to Mean Machines PlayStation and I enclose a cheque/postal order, International money order or by Mastercard/Visa payment and made payable to EMAP Images Ltd for **£...**

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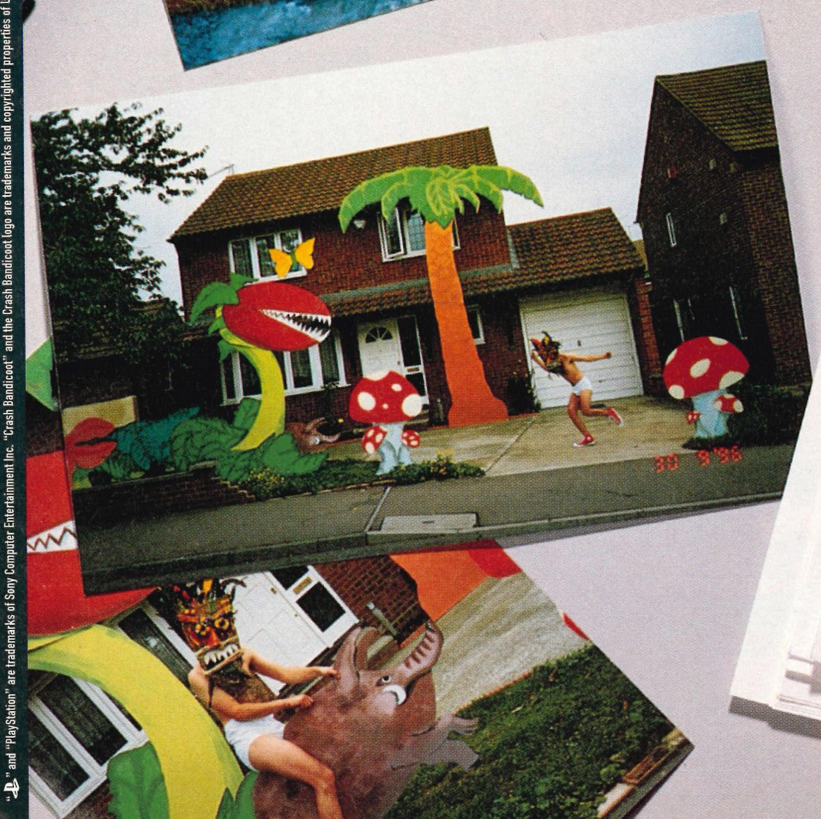
Source Code: IQ11

Signed: _____
(parent or guardian's signature if under 18 yrs)

All subscriptions will be processed as quickly as possible, but you should allow 28 days for the order to be processed and expect to receive the first available issue after that.

☐ Tick here if you do not wish to receive any direct mail that EMAP Images Ltd feels may be of interest to you.

Full money back guarantee of unmailed issues if you are not satisfied.



To: Warwickshire County Council

Department of Health

Petition against Dominic Wheadon

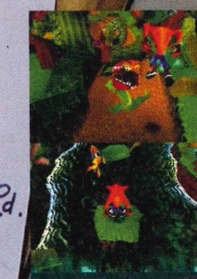
We, the undersigned, wish to submit an official complaint against Mr Dominic Wheadon of 13 Turret Grove, Coventry.

Despite repeated requests from residents Mr Wheadon refuses to remove the 25ft hardboard Venus Fly Trap, pig and palm tree from his garden. The said monstrosities attract hordes of undesirable tourists to the street and causes frequent disruption in an otherwise quiet, respectable area.

Mr Wheadon also refuses to remove the skunks, turtles and bandicoots which continually escape from his garden and foul the footpaths and grass verges.

Lastly we would demand that Mr Wheadon be restrained from playacting scenes from "Crash Bandicoot", the PlayStation video game in his garden, as he creates noise and disturbance all night long, lowering the tone of the neighbourhood.

Name	Address
Gunnar Sprackling-Brown	17 Turret Grove
David Sprackling-Brown	" "
Mr. Joseph Brenham	3 St. John's Way
Professor C. Hobsbaum	14 Carnegie House, Inglewood Rd.
Mrs. J. Hobsbaum	14 Carnegie Hse. Inglewood Rd.
Mrs. W. Collins	26 Chester Close.
Mr. G.C. Collins	26 Chester Close.
Braverton Cobb	4 Plympton Ave
George Hiely Rayner	10 Inglewood Road.
JUDGE A. HIGGINS	32 TURRET GROVE.



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PLAYPEN!

"Hi-ya guys and welcome to my new larger, comfier Playpen. Yes, my all-new larger slot contains even more of your super artwork and letters."

FIFA FO FUM!

Dear Joy and Si
Brill mag! I got the first two and then got a subscription straight after. Anyway, I just wrote in to ask a few questions:
1. Are there any plans for Fifa 97?
2. Is sensible World of Soccer coming onto the PlayStation?
3. Is there going to be Resident Evil 2 and if so when is its release date?
Thanks alot

Carl Ridley
Loughton
Essex

Right my turn to answer a few without that interfering relative of Lord Emap cutting in:
1. Not that we are aware of.
2. Yes, check out our brill preview
3. Again, yes and it looks brilliant. However, there's no dates available yet.

THE TEN COMMANDMENTS!

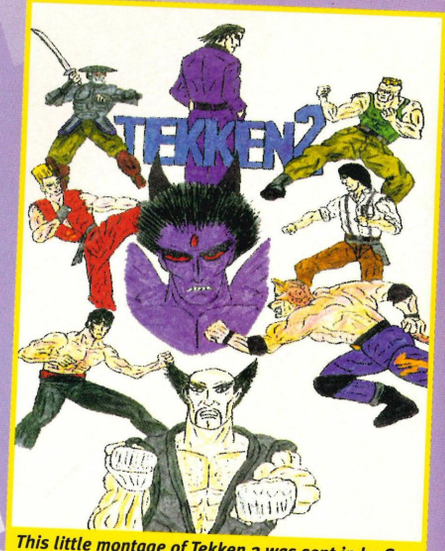
Dear Mean Machines
I think your mag is the best and I have decided to subscribe, but I have some questions for you:
1. Can I photocopy the subscription form because I don't want to cut up my mag?
2. Is there another way of joining the Mean Team without spending too much money?
3. Are you going to make a demo disc for the front of the mag?
4. Are Sony going to drop the price of the PlayStation. And if so how much will it cost?
5. Which fighting game do you recommend I buy?
6. Are you thinking of setting up a sales and wants section for readers?
7. Are Namco bringing out Tekken 3? If so, how much will it cost?
8. Is Tobal No.1 like Tekken?
9. Do you know anywhere where I can rent PlayStation games from?
10. Are Sony bringing out a gun for the PlayStation?

Joe McCrystal
Marchweil
Wrexham

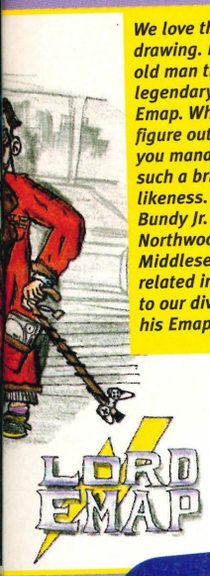
Cripes, this guy has a million questions. Okay here goes then:
1. Of course.
2. Well, as you're subscribing you'll get all the Mean Team vouchers anyway. Even if you weren't subscribing all you'd to do is to collect the the first three issues anyway.
3. In the future yes.
4. It's inevitable that the price'll drop, but to what kind of price, only Sony know the answer.
5. The best two at the mo are Tekken 2 from Namco and Capcom's Street Fighter Alpha 2.
6. Not currently, but it's an idea.
7. Yes, Namco are bringing out Tekken 3, but even Sony won't know yet.
8. No, it plays like a cross between Street Fighter and Virtua Fighter.
9. Blockbuster Video have the exclusive licence to hire PlayStation games.
10. Sony haven't yet, but Konami and Sprectra Video have.

This month's fantastic winner is Michael Stoker, aged 16, from Barrow-In-Furness in Cumbria (where you get those big sausages from!). You win yourself a copy of Resident Evil. And yes we did en'Joy' the picture, thanks very much, but leave the mildly amusing puns to us if you don't mind!

Street Fighter Alpha posse by unknown artist. Please write your name, address and age on the back of your drawings when you send them to us. Otherwise we won't be able to tell all your mates what brilliant artists you all are! Anyway Mr. Unknown congrats on a real blinding piece of artwork! Good work fella!



This little montage of Tekken 2 was sent in by S. Jusod from East Ham, London. Nice one 'S' we expect to see your work in the National Portrait Gallery in years to come. Er, bravo!



We love this drawing. It's Joy's old man the legendary Lord Emap. What we can't figure out is how you managed to get such a brilliant likeness. Hey Larry Bundy Jr. from Northwood in Middlesex, are you related in some way to our divine master his Emapship?

GENUINE LETTER, HONEST!

Dear MMP,
Firstly I'd like to creep and say what a great magazine you have, it's alot more interesting than your rival mags and the subs offer is the most tempting around. Secondly, can you give me some information on the improved PlayStation that's meant to be coming out. Can you tell about its features, rough price and release date.
Thanks,

Alex Bailey
Hastings,
Sussex

Honest Joy I didn't make this letter up it's genuine, double honest! Anyway to answer your questions Alex, there's no real firm news concerning PSX2, but it's a dead cert there'll be something in the Japanese high streets by '98. However, what most people have forgotten about is the machine's Parallel Port which could easily support a hardware up-grade for the PlayStation.

IS THAT A FACT?

Dear Si and Joy
This morning I bought a copy of your mag from my newsagents and read it cover to cover! I can honestly say that it's up there with the old Mean Machines and C&VGs. As with all mags there's a few points that, for me, if the changes were made would make yours a flawless mag. Perhaps a poster here and there for starters, and as you do a PlayStation chart why not include the top twenty as opposed to ten. Lastly, a tips hard-line with cheats for some of the older games might be a help. I also have some info that proves that the Shaturn is a pile of dog excrement, and that the N64 just hasn't. The PlayStation actually outsold the Saturn at a ratio of 2.5:1 or for every ten units the PlayStation sells, the Saturn will sell four. It also outsold the N64 by the N64 by 2000 units. What more proof do you need that Sega's pile of poo is just that! Also the software needs a mention.
Now I have a few questions for you:
1. Is there any chance of a cricket game appearing on the PlayStation. If so when and have you got any info about it?
2. What's the best way of cleaning the PlayStation's CDs without spending a fortune on cleaning sets?
3. I have rung around to see if you need a memory card for any PlayStations. Do you?
4. I've been hearing that Tekken 3 will need a hardware up-grade, is this true?
Lastly please don't put the price of your mag up as I'm a poor and neglected child who has just spent 300 on a PlayStation!

A. Graham
Drointon House
Drointon
Staffs.

Aren't you an opinionated fellow Mr Graham. I like a man who speaks his mind, although you seem a bit of an anorak quoting all those figures at me when I know what's the best machine! To refer back to your mag appraisal, you can certainly expect posters in the future. Right your other questions answered:
1. Yes, as we speak several cricket titles are in development. One from Codemasters and the other from EA!
2. The same way you'd clean a music CD!
3. Some games use a password system, but more and more are taking advantage of the memory card.
4. Well the arcade board that Namco are using is much more sophisticated than previous Tekkens (not that anybody apart from Namco Japan has seen anything) and if Namco were to bring out a similar version then they'd have to upgrade the PlayStation! Haven't I been dead clever this issue. All that time spent at the Games Library has really helped. Thanks to all the lads who looked after me!

Chris from Resident Evil by Marie Hurds, aged 16 from Leominster in Herefordshire. Hope you found our super FREE! Resident Evil Player's Guide useful to you. As soon as we have artwork Resident Evil 2 we'll print it so you can have a crack at that too!

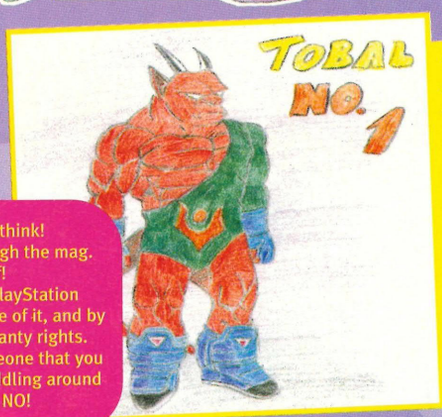
CONVERSION CONVERSATION

Dear Joy and Si,
Excellent mag you've bought out for the PlayStation, but I have a few queries that I hope you can answer concerning the little grey box:
1. I was going to get my PlayStation converted, but a friend of mine told me that it would cause me problems in the future, could you please tell me what exactly are those problems as my mate didn't.
2. Is there a cheat for Resident Evil gives you infinite health and bullets without having to complete the game in under three hours.
Thanks

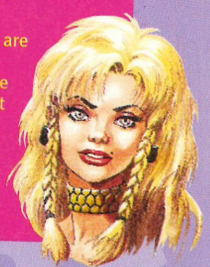
Wai Kee Chan

Enuff big-mouth, back to me I think! You get to talk all the way through the mag. These are my pages so back off!
1. Ahem. Firstly, to have your PlayStation converted means getting inside of it, and by opening it up you lose all warranty rights. Plus, do you really want someone that you don't know or maybe trust fiddling around in the back of yer PlayStation – NO!

Bub from Bust - A - Move 2 drawn by Ayelsha Patel from Middlesex. Nice one!



This fearsome son-of-a-beech is Ill-gogo from Squaresoft's brilliant Tobal No. 1. It's been created by Safaa Ahmed, aged 13 from Leeds. we think it's really top and especially like his green wrestling outfit. We bet noone argues with this bloke on a Saturday aftrernoon as he peruses the fruit 'n' veg section of his local Tesco store!



PLAY-DOUGH

Virgin INTERACTIVE entertainment

If you wanna win a top game from my big chums, Virgin, then get cracking and send me your artwork and letters. Send your letters to:

GIVE ME A FREE GAME FOR THE NEW YEAR!
Joy's Pad, Mean Machines PlayStation, EMAP Images, Priory Court, 30-32 Farringdon Lane, London. EC1R 3AU.

REMEMBER: Write down which Virgin game you'd like to win if I choose your letter or drawing as my fave of the month. Even if you don't win I love to read your mail.

Bye for now readers. Check out next month's Pad for more of your belting artwork and your chance to **WIN** a brill game. I just hope Joy lets me pick the winner next time out. I'm sick of the crap jobs!

PHOTO MISFITS!!

Fancy winning a fiver off Simon? Well, all you gotta do is send in photos of you dressed up as a games character or your fave movie stars as they appear in your fave movies. Also, if you've got a celebrity look-a-likey mum, dad, sister or neighbour send them in and tell us who they're supposed to look like. We'll print the best and then force Si to send you five of his Earth pounds.

OI SIMON! GIVE ME FIVE POUNDS!, Joy's Pad, Mean Machines PlayStation, EMAP Images, Priory Court, 30-32 Farringdon Lane, London. EC1R 3AU.

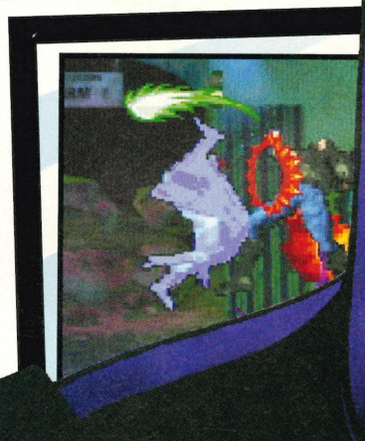
PREVIEW

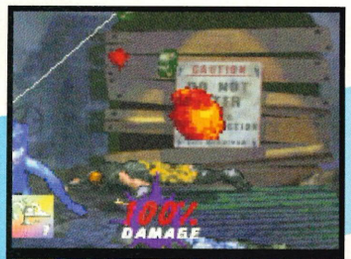
Let's start this party with a bang! The Dark Knight makes his first appearance on PlayStation and you know what, he bought his little mate Robin along for the ride! This is Batman Forever: The Arcade Game!

There are a lot of things I'd like to know about Batman. For a start, how does he go to the toilet? Has he got Bat-tubes coming out of his nether regions or does he just 'hold it in?' And in the original TV series, how does sliding down a pole make Bruce Wayne mysteriously appear fully suited and booted as Batman? Also, in the TV series, why was it that, whenever the shot was of Batman and Robin walking up the side of a building, the building itself and the background were always exactly the same? Using the evidence presented, I have come to the conclusion which may be a shock to some of you. Batman is in fact a farce, and is not real at all! Ha, what have you got to say to that?

HOLY FILM TIE-IN, BATMAN!

Because this is based on the Batman Forever film, it means that the game ties in all the way through to the Hollywood flick. So all of your favourite characters are in the game somewhere, like the Riddler and Two-Face, as well as all the lesser known people like Sugar and Spice. The locations also match accordingly — like the party scene that Two-Face gatecrashes — but if you haven't seen the film this'll all seem like the biggest bunch of nonsense you've ever heard. Never mind. By the way, Riddler ends up in an Asylum because he's mental, and Two-Face falls into a spiky pit and dies horribly. Now we've gone and completely ruined the end of it, there's no need to rent it out anymore is there!





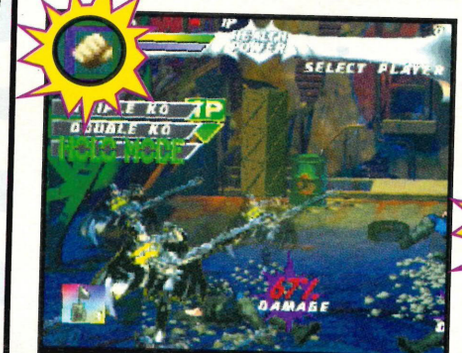
When the damage meter reaches one hundred, it's time to kiss that enemy goodbye! Holy caption fillers Batman!

AND YOUR REWARD... AN ICON!

At the end of every level, you are assessed by the game on how well you performed across the duration of the stage, and how many of the special pickups you managed to get. It then offers you the choice of icons as a gift to start the next stage with. So here's what those icons actually do:

HIGHEST ROUND SCORE

Represented by a 2X icon on the screen, all this does is simply doubles your scores once activated.



HIGHEST COMBO

A small clenched fist appears for receiving this bonus, and will give you one Holo mode. Hurrah.

HERO BONUS

Make yourself start with 10 Bat-arangs, by selecting the – surprise, surprise – Bat-arang icon!

BAT-SIGNAL BONUS

By using this and whacking the punch button when you're holding an opponent, you can inflict loads of damage.

CRIME BUSTER

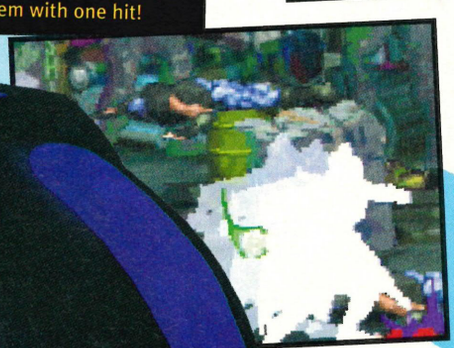
One of the most useful pick-ups to choose as it doubles your power once activated. Ahh, the power!

RIDDLER BONUS

The question mark will give you temporary invisibility, and using punch while transparent, causes you to teleport.

SPACE BONUS

Another useful pick-up as this one freezes all on-screen opponents and then kills them with one hit!



MAN
EVER

BRINGS OUT THE YOB IN YOU

Revolutionary 8 player simultaneous split screen action for Playstation & Saturn (with multi-taps)
4 players for PC CD Rom*
Up to 27 stunning 3D tracks and backgrounds
Superb gameplay options including micro mode, rumble mode and full multiple angle playbacks
Intelligent CPU cars that adapt to your ability
4 levels of difficulty vary from easy to crazy - ideal for both learners and masters
Loaded with hidden options and secret tracks
The essential racing and fighting kart game

100% PURE GAMEPLAY

*Mega Drive 4 players only. Game Boy 1 player only.

STREET RACER

SO MAD, IT'LL DRIVE YOU ROUND THE BEND.

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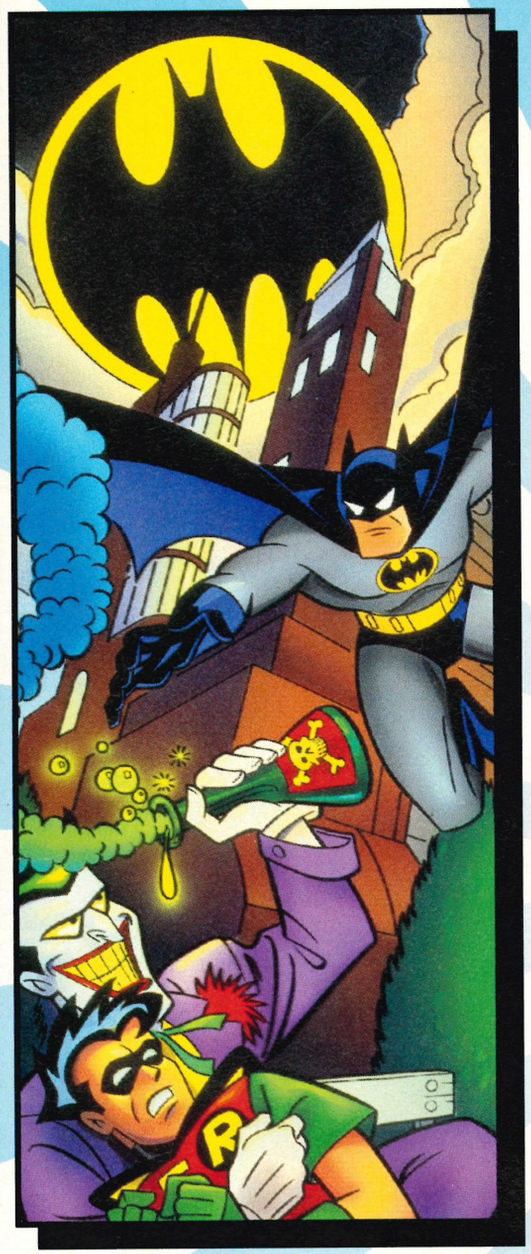
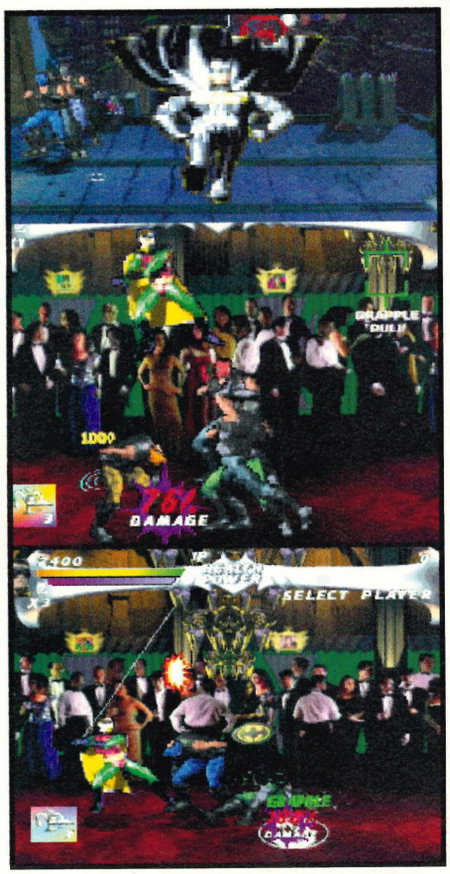


GRAPPLE ME GWAPENUTS!

The grapple icons you pick up during the stages have more effect than just being able to clear the screen. Chandeliers and ceiling panels can be hooked onto and pulled down to land right on baddies heads! Look out for targets that appear on these items as indicators of where to fire. Also, enemies themselves can be pulled towards you, in readiness for a proper good kicking! "Come here!"



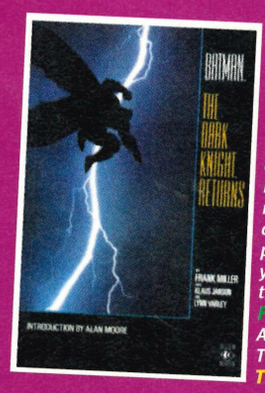
So many films, so many telly programmes, so many comics! But that ain't the half of it — there are about a trillion graphic novels available at the mo', and most of them are absolutely top! Matt's picked out but a few of his all-time favourites...

BATMAN: CONTAGION

The plague has hit Gotham City, and the Batman's got to find a cure before the infected Robin dies! Crikey. Yes, thanks to the usual 'government-experiment-gone-wrong' scenario, a killer Ebola Honduras virus is loose in the Dark Knight's city, and this one even makes your eyes bleed! Some stunning artwork and genuinely, er... sticky-looking illustrations make this a cracker.

Features: *Batman, Robin, Catwoman, Poison Ivy, Nightwing, Huntress, Azrael.*

Titan Books: £8.99



BATMAN: THE DARK KNIGHT RETURNS

An absolute classic. Written by the brilliant Frank Miller, this tells the story of a Gotham City some ten years on from Batman's retirement. Bruce Wayne is now a fifty year old man, while the legacy of Batman has become more of a myth than history... until a new breed of gang starts terrorising the city, at which point Batman returns! This is a particularly cool book as you get to see all your favourite characters as they would be in their latter years. Blinding!

Features: *Batman, Robin, Superman, Green Arrow, Commissioner Gordon (very old!), Two-Face, Joker, Catwoman (very ugly!)*

Titan Books: £7.95

PREVIEW

I DROPPED MY BAT-ARANGS!

Our beloved Superhero can't kill the baddies without the aid of some help, so the game kindly throws up various pickups. These appear as bat-logos on the floor of the stages, and just walking over them will scoop 'em up. The strength of these attacks also depends on what level you're currently on.

BAT-ARANGS

Small flaming boomerangs fly around the screen homing in on anything in their way! Rattle them off quickly and they'll stay around until they hit someone.

TASER

A one to three shot taser gun that fires straight in the direction you're facing. Not the most useful of weapons but nevertheless, still handy.

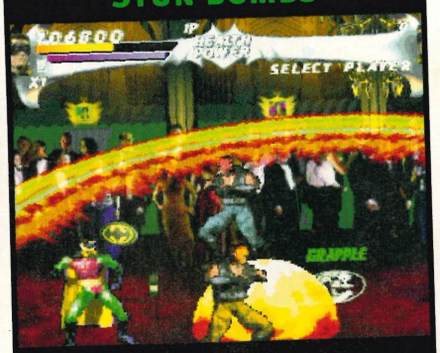
BAT-BOLAS

A kind of cowboy lasso, your-not-going-anywhere-matey-weapon. These two Bat-arangs connected with rope, will stun opponents once they're hit.

GRAPPLE

Fire this using punch, and then Batman will cling to the ceiling and swing around the screen, picking up all baddies before throwing them into the camera. SPLAT!

STUN BOMBS



Another simple weapon that you don't usually realise you have until you've used them all! Drop one to temporarily stun all the enemies on screen!

BAT-CALL

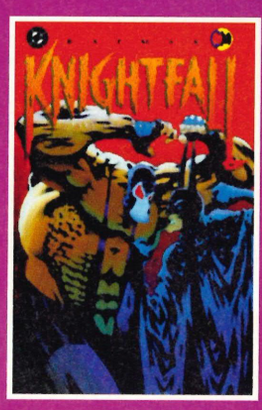
Like one of those annoying doggy whistles that humans can't hear, this summons a group of bats around you, who act as a small protective barrier.

BATMAN: HOLY TERROR

Realising that Batman is about as perfect a franchise as you could want, DC have never limited his use to the usual scenario, and to this end, often tell stories based upon how they think Bruce Wayne COULD have turned out had he been born in a different time or place. Holy Terror takes us to a puritan Gotham Towne, where Bruce is a minister of the church who, after discovering the truth behind his parents' death, dons an old fancy dress costume belonging to his father (oh, looks like a bat!) and seeks out vengeance. This is a clever story that introduces familiar characters with slight twists in both story and situation.

Features: *Batman, 'Inquisitor' Gordon, The Flash, Clayface, Aquaman, Superman.*

DC Comics: £Varies



BATMAN: KNIGHTFALL

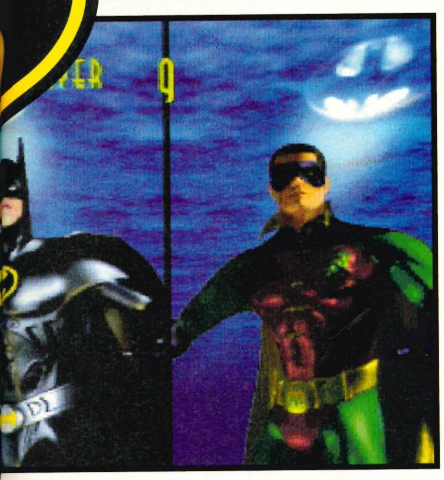
It takes two books and 584 pages to tell this story — and what a story! A new enemy called Bane rises to challenge the Batman, armed with both sheer brute strength (pumped into his system via the drug, Venom) and a cunning plan! By breaking free all of the Dark Knight's arch enemies from Arkham Asylum, Bane sits back and watches as the Batman becomes more and more weak and exhausted before moving in and practically crippling Bruce Wayne, breaking his back and leaving him wheelchair-bound. Azrael is called in to take his place behind the bat's mantle, while Wayne and Alfred research their new enemy while Robin babysits. A cracking story with tons of cool characters.

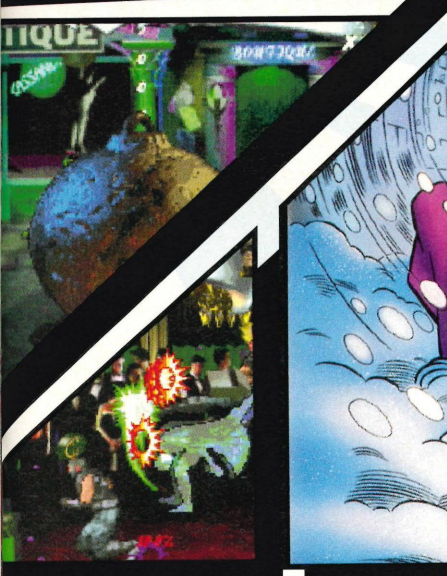
Features: *Batman, Robin, Scarecrow, Joker, Azrael, Huntress, Riddler, Poison Ivy, The Ventriloquist, Nightwing, Killer Croc, Zsasz, Mad Hatter, Catwoman, Two-face and many more!*

Titan Books: £7.99

BATMAN! YOUR DINNER, DINNER, DINNER'S READY!

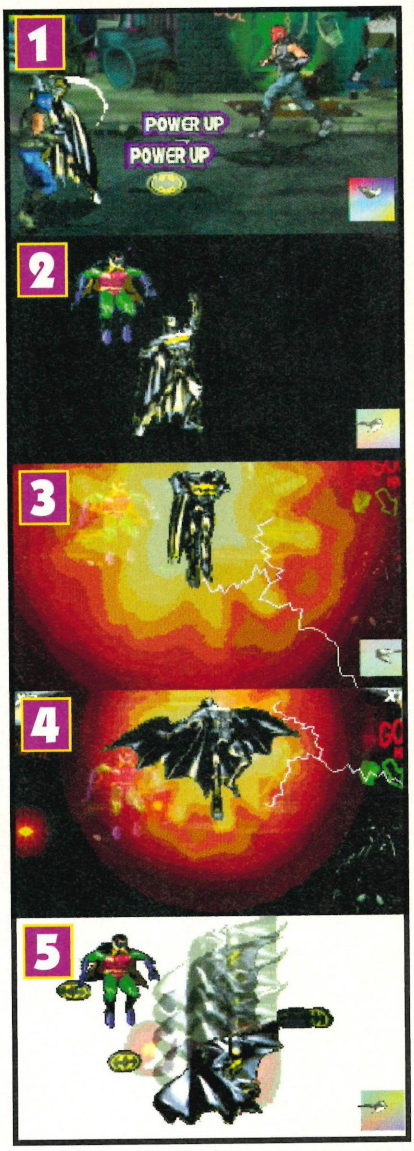
Playing these sort of scrolling beat-'em-ups is fine for a while in one player mode, but when you have the option of a bit of two-player, simultaneous button bashing action then they start to become a little more interesting. You can play as either Batman or his trusty sidekick in the game, or with both as the same character as you attempt to destroy Two-Face and the Riddler. In a 'similar to the cluttered X2' fashion, just don't expect to be able to tell what's going on, because it all gets a bit frantic!

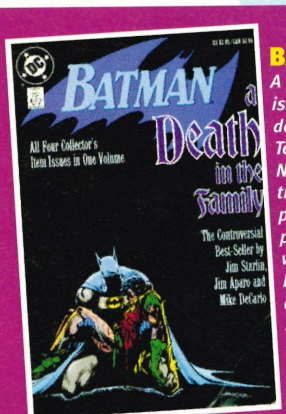




GOT ANY STEROIDS?

Once an enemy is killed, they drop a small bat logo onto the floor. Every time one of these is collected, your power meter goes up a fraction. When enough have been safely stashed away, you'll increase a level amidst a flash of fire and electric and then land back on the ground looking all mean and tough. The maximum level you can reach is three which makes your punches stronger, while any pickups you collect also have greater power.



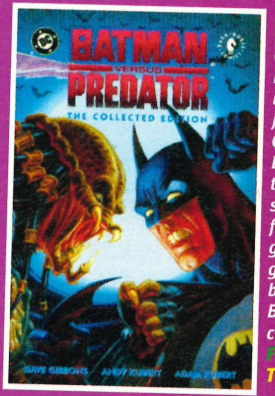


BATMAN: A DEATH IN THE FAMILY

A controversial best-seller comprised of four comic issues that allowed the comic-buying public to decide whether they wanted the new Robin (Jason Todd replaced Dick Grayson who went off to become Nightwing) to live or die. While some loyal fans thought that Batman needed a Robin, others preferred the lone, more sinister Dark Knight persona. At 8pm September 17th 1989 the final tally was 5271 for Live, 5343 for die. Bye bye Robin... BANG! So here we have the story behind the death and the reason why the follow months of Batman showed such a grim and heartless Batman patrolling Gotham City...

Features: *Batman, Robin (but not for long!), Nightwing, Superman, Joker, Lady Shiva.*

Titan Books: £3.99



BATMAN VERSUS PREDATOR

Oh! What a corker! As you might have probably guessed in this story a Predator comes to Earth in search of the ultimate trophy — a human skull. Unfortunately for said jellyfish-face, he lands slap-bang in the middle of Gotham City and finds a worthy opponent in our hero, Batman. From then on it's a battle of wits, strength and technology — with tons of gadgets and augmented Bat-suits. Illustrated by the excellent Dave Gibbons, this features some stunning artwork, and watching Batman get so completely beaten up is (sorry to admit) damn good fun! There's also a second Batman Verses Predator book available (featuring the Huntress) where the Batman has to take on a whole horde of Predators out to catch a renegade warrior. Extremely cool.

Features: *Batman, Predator. One-on-one action!*

Titan Books: £7.99

PREVIEW

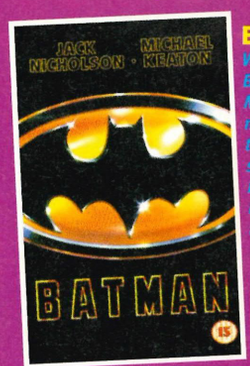
As you can see, the game throws in the bat logo at every conceivable opportunity! Talk about milk the licence!

MORE THAN JUST A LITTLE PAINFUL!

Every time you hit, kick or throw an opponent, you get a damage meter appear on screen. This basically gives an indication of the amount of life the character you are currently kicking the living daylights out of has left. If you repeatedly attack them, the damage meter rises and rises with each hit, until the big one hundred appears, at which point you're not going to receive a telegram from the queen, more like a death certificate!

All that can be said about the middle shot above is: "It's the car right? Chicks love the car." I knew I'd sneak one in!

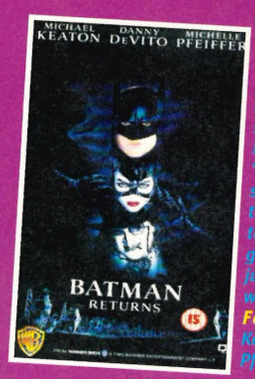
Come on, you know these like the back of your hand anyway, but what sort of a mag would we be if we ignored 'em? Let's go have a little look...



BATMAN THE MOVIE

What a combination! Tim 'Weird' Burton behind the camera; Michael 'Spooky' Keaton in the mask; Jack 'Brilliant' Nicholson in the paint; Kim 'Grrr' Basinger in a skirt. How could they go wrong? Batman goes public, the joker is born and goes completely over the top, and the bat-mobile is all kevlar-coated and sexy. Good fun and very dark.

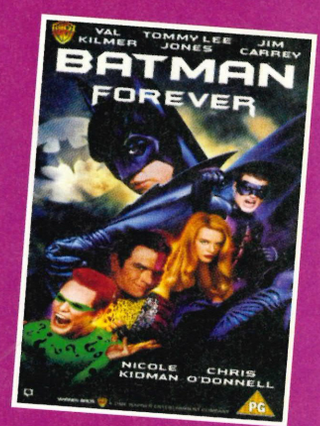
Features: *Batman (Michael Keaton), Joker (Jack Nicholson), Vikki Vale (Kim Basinger).*



BATMAN RETURNS

Thanks to Burton and Keaton the feel for the second film is much the same as the first, only this time sadly lacking the performance of Nicholson. DeVito doesn't quite 'happen' and while Pfeiffer looks stunning in her Catwoman outfit, the movie doesn't quite come together like the first did. Still, good fun — and you can always just turn the sound down and watch Catwoman!

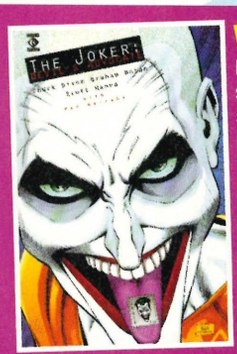
Features: *Batman (Michael Keaton), Catwoman (Michelle Pfeiffer), Penguin (Danny DeVito).*



BATMAN FOREVER

Bok! Now this is THE Batman film. With Joel Schumacher taking over from Burton, everything suddenly becomes very cartoon strip-like and extremely action packed. Val Kilmer looks incredibly sexy as Batman and damn cool as Wayne, while Robin looks well 'ard, Two-face is acceptably schizo, Riddler... well it's just Jim Carrey isn't it! The best yet — what a shame we won't see Val under the mask again...

Features: *Batman (Val Kilmer), Robin (Chris O'Donnell), Two-Face (Tommy Lee Jones), Riddler (Jim Carrey).*



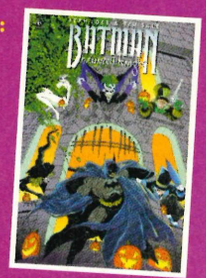
WIN BAT-BOOKS!

It wouldn't be fair to tempt you with such sweetmeats and then leave you floundering, so we've teamed up with our chums at Titan Books to offer five readers the chance to win two of the new Batman titles coming out — Batman: Haunted Knight and The Joker: Devil's Advocate.

All you have to do to stand a chance of winning is answer the following questions and then pop them on the back of a postcard to: **BAT'S MY BOY! Mean Machines PlayStation, EMAP Images, 30-32 Farringdon Lane, London EC1R 3AU.**

Q1.
Batman has an enemy known for his grin. Is it:
a) Mr Happy
b) Brian Toilet
c) The Joker

Q2.
Batman has an extremely short enemy known as the Penguin. What's his real name?
a) Ozbert Browne
b) Ozwald Cobblepot
c) Stuart Haemoglobin

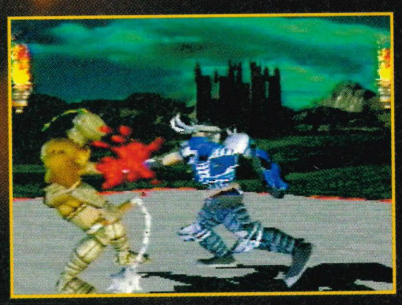


Advanced Dungeons & Dragons

IRON & BLOOD

warriors of Ravenloft

THE DARK SIDE OF 3-D FIGHTING !



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REVIEWS!

SANTA'S BIG SACK!

Yes it's that special time of year again folks. That time of year when you can expect a big sloppy wet kiss off your auntie Maud and have to put up with yer grandad's bowels leaking liquified turkey all crimbo afternoon! Fortunately, you can slip up to yer room, avoid the Queen's speech, plug in yer 'Station and get those new shiny CDs spinning. Yep, it's gonna be a bumper Xmas for PSX owners with so much high quality product flying around. I'll love you and leave you to flip through those crucial reviews. Remember, buying the right title will make Christmas day an easier experience! Bye till next ish.

REVIEWS

STREET FIGHTER ALPHA 2	28
PANDEMONIUM	32
TOMB RAIDER	36
X2	40
STAR GLADIATOR	44
BREAK POINT TENNIS	48
BLACK DAWN	54
VICTORY BOXING	56
BROKEN SWORD	60
PITBALL	62
NAMCO SMASH TENNIS	64
DISRUPTOR	66
DESTRUCTION DERBY 2	68
FIRO & KLAWD	72
NHL '97	74

WHAT'S THE BOBBY MOORE?

You've scratched you head, paced your room, sweated buckets and you STILL can't decide which game to buy.

- **90-100%** You wake up to a brand new PlayStation 2. It's 128bit VR turbo nutter chip is mind-blowing.
- **80-89%** Wow! A brill 29" surround-sound telly with NICAM stereo strains at the branches of your Xmas tree.
- **70-79%** A nice shiny Discman sits resplendent in black next to the Dannii Minogue 1997 calender. Cor!
- **60-69%** Nice one! Some excellent back catalogue PlayStation games await your sexy grey machine's attention!
- **50-59%** Power Rangers eh? Well you can't plug 'em into your PSX, but the Zoid's are quite fun to build.
- **31-49%** Oh marvellous it's a CD32 from that Amiga warehouse in Nevada. Ah, well it doubles up as a nut cracker!
- **11-30%** Girl's World! Surely Santa's made some mistake! Oh no, it's addressed to you. Mummy always wanted a girly!
- **0-10%** What! The Ant 'n' Dec yearbook and album, tickets to see 'em live and a pair of soiled PJ and Duncan pants.

PICTURE THIS!

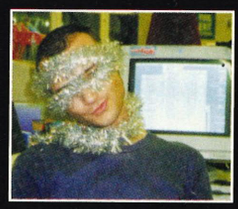
Why bother with all this needless chit-chat when a little piccie says so much more and saves your visual apparatus too much stress. We proudly present our icons – and don't forget, there's a written test at the end of the mag!

HO! HO! ER... HO!!

Christmas is indeed closing in on us faster than you rip your pressies open on that special morn. This set us thinking about where we'd be and what we'd be doing this Christmas.

SIMON "SCOTCH MISSED!" CLAYS

Simon had a very frightening experience when he tried to erect his Christmas tree. Little did he know that his Scot's Pine was a tree spirit like the Green Man. You should have seen Si's face when he tried to place some tinsel in his nether region and promptly ended up being strangled with it! But did it really happen or was it that very strong crimbo ale?



Games with Christmas spirit:
Tomb Raider, Smash Court Tennis and Pandemonium!

MATT "CRAP SANTA" BROUGHTON

Matt got into big trouble this Christmas when he was roped into playing Santa for the family. Unfortunately, the costume shop ran out of Santa outfits so Matt had to improvise with a toilet paper beard and normal civvy clothes. When he turned up at the bottom of the chimney, all the kids cried and the mums called the police thinking that Matt was breaking in. We're still trying to bust him out of prison in time for crimble.

Games for a long-term prison sentence:
Command & Conquer, Pandemonium! and Smash Tennis.

STEVE "CATALOGUE MAN" KEY

Steve's Christmas dream came true just weeks ago when he was invited by another of Lord Emap's mags, It's Bliss, to appear on a modelling shoot. Here's Steve, hair gelled, pants cleaned, teeth brushed, assuming that catalogue pose. "Hey man, off the cloth moth, the catwalk beckons!" Steve screeched in a Naomi Campbell style-e. Last we saw of him he was strutting around St. Tropez, pouting and pointing in his Miami Vice outfit!

Model games for the catwalk
Tomb Raider, Street Fighter Alpha 2 and NHL '97

OZBERT "TURKEY NECK" BROWNE

All year the Browne family have been nurturing a 'special' crimbo turkey in the backyard. Oz thought turkey-lurkey looked a little fat so he took him for a walk around town. Unfortunately, Colin the turkey broke loose down the high street and clucked straight into the freezer centre. Poor Ozzie couldn't tell him from the other dinners and had to return home empty handed. The Browne's are now serving roast pine needles with bark potatoes and tinselberry sauce. D'oh!

Games without turkey:
WipEout 2097, Star Gladiator and Tomb Raider.

LUCY "OLD BANGER" HILL

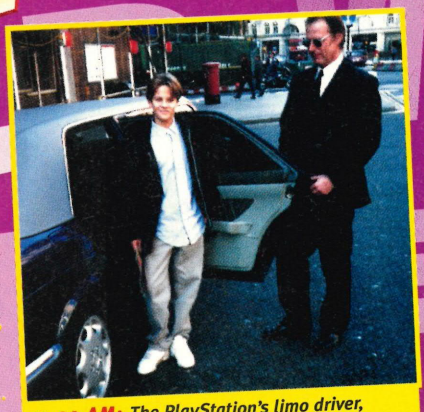
Lucy decided to drive to Lapland this Christmas. Unfortunately her poor car couldn't stand the cold and completely conked out! As she made her way through the northern wastelands in search of a warm place to stay. After hours of wandering around she came across a doorway. She knocked, and an old bloke with a snowy white beard answered. "Lucy with your nose so bright, won't you drive my sleigh tonight?" Thinking of the warm, she nodded yes, but then realised that the sleigh-mobile was open-topped! She spent the entire night driving this thing around, freezing her bits off and shovelling up reindeer dung!

Games for delivery:
Destruction Derby 2, Pandemonium! and Tomb Raider.

U-REVIEW

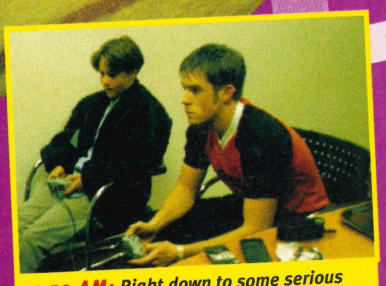
SMASH COURT tennis

Blimey, is it that time of month again? Yes it is, and it's the turn of another lucky Mean Machine-ite to trip to the city of Londinium and venture forth to the sacred seat of gaming, Sony's plush HQ! What? They get the chance to review a game before any mortal's eyes have gazed upon said title? And then they get limo'd around for a top food fest! What are we doing? Well, we'd better find out who's in the hot seat this month... Ah, 'tis Terry Farr from Essex, let's find out what he thought of Namco's re-entry to the world of tennis!

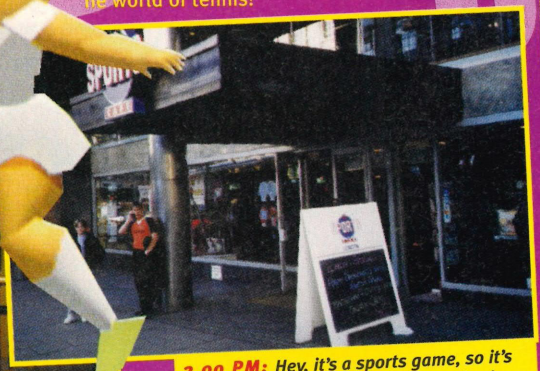


11.00 AM: *The PlayStation's limo driver, Shoulders McShoulder, invites Terry aboard the limo. Careful; they don't call him 'Hard' Shoulders for nothing!*

11.35 AM: *Here comes Sony's G-Man and Tel! Even the lifts are posh at Sony's HQ!*



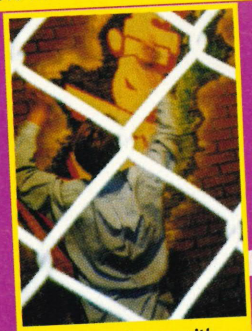
11.50 AM: *Right down to some serious Smash Court tennis action. "Right! I'll kick yer butt says Guy 'chalk dust' Pearce"*



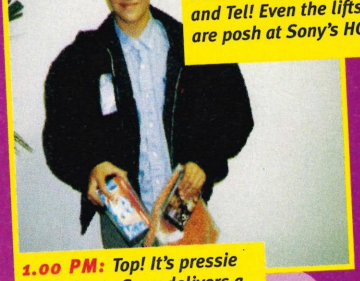
2.00 PM: *Hey, it's a sports game, so it's time to indulge in some er, sporty food. Burgers, pizza and other health food all available at the Sports Cafe!*

3.00 PM: *After some tasty grub, it's time to indulge in some sport. Spot the PlayStation game link. Could it be F1 we're on about here?*

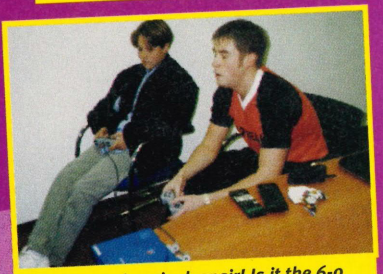
Or will it be a nice large portion of some virtual pool type of affair?



Shoot some hoops with NBA Live '96 perhaps?



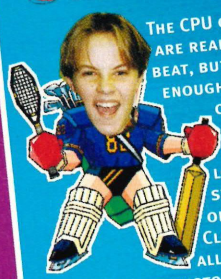
1.00 PM: *Top! It's pressie time. Santa Sony delivers a PlayStation bag, a Negcon controller, Jumping Flash 2, Tekken 2, Tekken 2 stickers and a Crash Bandicoot t-shirt!*



Guy's eyes close in despair! Is it the 6-0 thrashing or the last night's excesses getting their own back?

4.00 PM: *And away goes Terry after a top sports day. Beats the plop out of any school's sports day, eh? I should say so!*

TERRY COMMENT



THE CPU OPPONENTS ARE REALLY TOUGH TO BEAT, BUT IF YOU SPEND ENOUGH TIME ON COURT YOU'LL START TO BEAT THEM. THERE'S LOADS OF COURTS, STACKS OF OPPONENTS AND A CLUB MODE THAT ALLOWS YOU TO BUILD YOUR OWN CUSTOM COURT. THE BEST ASPECT IS WHEN YOU PLAY WITH A MULTI-TAP AND THREE MATES. TOP!

87 SOUNDS	80 ANIMATION
70 GRAPHICS	90 PLAYABILITY

OVERALL 89

IT COULD BE YOU-HOO!

Right! Are you suitably green with envy and just dying to become the next Mean Machines PlayStation reader to take the trip of a gaming lifetime? Well, all you have to do is answer the tie-breaker (in no more than 15 words), fill in the coupon below and post it to the following address:

I HAVE TO REVIEW WITH U! U-Review, Mean Machines PlayStation, Emap Images, Priory Court, 30-32 Farringdon Lane, London. EC1R 3AU.

NAME: .....

ADDRESS: .....

.....

AGE: .....

CONTACT TEL. NO: .....

TIE-BREAKER: The power of the PlayStation is awesome because:

.....

.....

Now all you have to do is wait by the phone because our Simon will be calling ONE lucky reader very shortly!

REVIEW

STREET FIGHTER ALPHA 2

Could this finally be the last installment of Street Fighter Alpha? What no more Fireballs, Dragon Punches and Custom combos? Somehow I don't think this'll be final curtain for Ryu, Ken and Co, do you?

The video game and movie businesses all suffer from the 'sod the quality, let's milk the licence some more,' syndrome. Most recent examples include Police Academy, Jaws and Rocky – all good films weren't they? As for the games, Megaman must be up there somewhere because it's the only game to have had more tweaks than Michael Jackson. And of course there's Street Fighter, only succeeded by the Queen Mum in terms of "Isn't that dead yet," conversations. So let us welcome aboard once more the Had-O-Kens, Dragon Punches, Hurricane Kicks, Piledrivers and Counters. It is time to rock...

The gratuitous BOK! caption now follows: BOK! Ken takes a proper pasting!

TAKING THE MICHAEL!

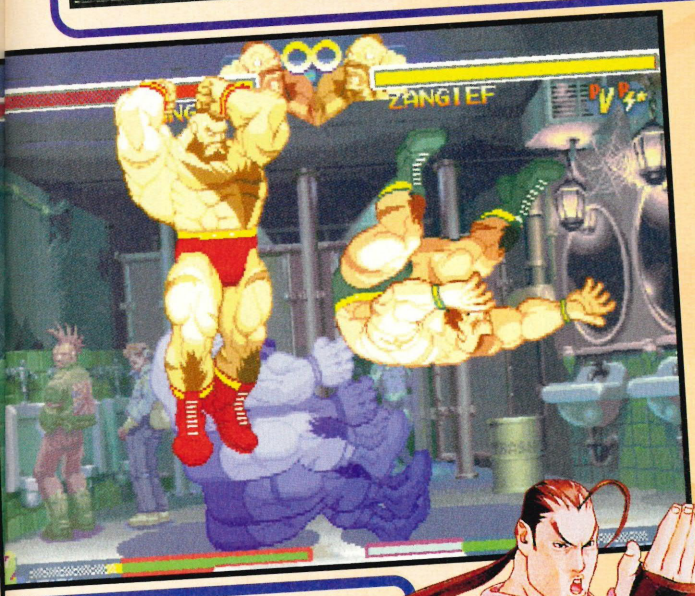
If you're good enough at this game, not only will you be able to dish out loads of punishment on your opponents, you'll also be able to extract the urine even more by taunting them during the match. Each character has a taunt that can be done once per round, and some even have fake moves. The way to pull these off is to simply press Select. Also, try doing fireballs with Select instead of punch for Ryu and Ken. It may surprise you!

BY: VIRGIN OUT: NOW PRICE: £44.95

THAMMM!

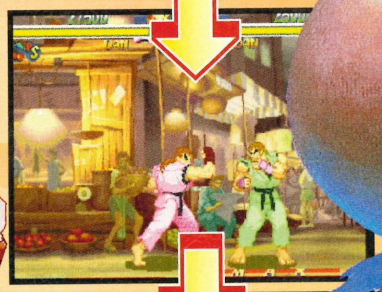
I'M SO DIZZY!

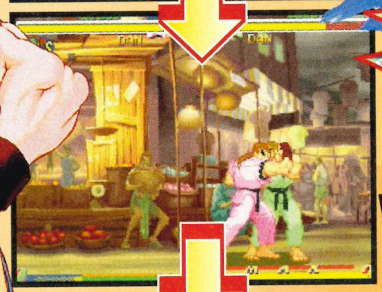
Old man Gen has a neat little addition to his array of moves in the form of the Auto Dizzy. When he is in his punch stance, do two reverse fireballs and punch to do a Super Multiple hand attack. If this hits the opponent, a counter will appear above their heads and it'll begin counting down. For every second that ticks away, a smidgen of energy is lost, and if it gets back to zero, they'll automatically be in a dizzy. Cool eh? Oh, and the way to get out of it if YOU get caught, is to hit Gen before the timer runs out.

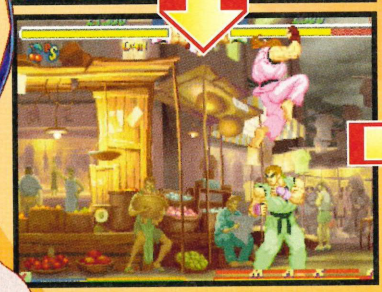


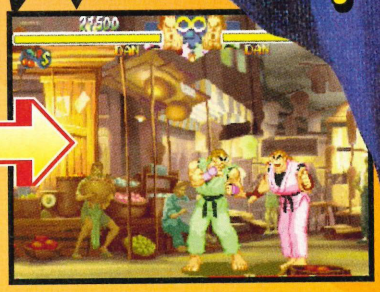
HOW BIZARRE!

The strangest move in the game is awarded to Dan and his Rolling Taunt attack. Why it's in here is a mystery as it does no damage and leaves you vulnerable to all sorts of attacks. Pointless or what? Huh!









WHOKK!

REVIEW

POW!

Hold on. Weren't you two in a caption on the first page? Stop hogging the page eh?

LIGHTER SHADE OF BLUE?

Costume colours reach an all time high for our old mate Akuma because as well as having the standard colours, Shin-Gouki – Super Akuma – also has another set as well. Check him out in all his fancy dress glory.

ZANGIEF, IN A CAPE?

Yes, the PlayStation version does have the added bonus of all the original animation modes. The best instance is when you select Zangief versus Zangief in the Versus mode. He comes equipped with a snazzy cape at the start before tossing it away like a dirty dog-end. Tsk!

Perfecting this move is TOUGH! But but wait until your mate gets caught up in it! Gutted!

BOK!

COSTUME CHANGE?

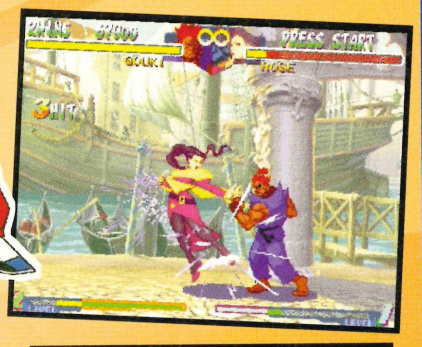
Another of those interesting little quirks that SF seems famed for: by putting the cursor over Chun Li on the Character Select screen, holding down Select for about five seconds and then press a button and you'll select old Chun Li. What difference or use she is is a mystery, as apart from wearing her old costume the only other change is that you have to charge up her Fireball instead of a down to forward rotation.

STEVE COMMENT

ONE OF THE BEST GAMES EVER HAS ARRIVED ON THE PLAYSTATION. WHAT MORE CAN I SAY THAN THAT? IN TERMS OF PLAYABILITY, THIS IS PROBABLY PERFECTION. AN INFINITE AMOUNT OF COMBOS, LOTS OF SPECIAL MOVES, LOADS OF CHARACTERS... I THINK YOU GET THE PICTURE. ALL NEW IMPROVED GRAPHICS AND THE DIFFICULTY IS SET JUST RIGHT. LET ME PUT IT ANOTHER WAY, WHILE TEKKEN 2 IS GATHERING DUST IN THE DRAW, SF ALPHA 2 IS WEARING OUT FROM OVER-PLAY. HAVE YOU GOT THAT?

SIMON COMMENT

THE BEST OF ITS KIND JUST GOT BETTER! I WAS ALWAYS A BIG TEKKEN FAN AND THOUGHT THAT THE 2D BEAT-'EM-UP SHOULD BE A THING OF THE PAST, BUT I EAT MY WORDS. STREET FIGHTER ALPHA 2 IS UNBELIEVABLY PLAYABLE WITH ENHANCED GRAPHICS AND ENHANCED COMBOS AND MUCHO MOVES. I LOVE IT TO DEATH!



DON'T BOTHER, HE'S TOO HARD!

As we mentioned in last months tips, there is a secret, super version of Akuma in the game. Called Shin-Gouki in the Japanese version, he's an awesome character, and holds a fantastic arsenal of moves. To call him up do the following: highlight Akuma and then press and hold Select. Now move the cursor Down, Right, Right, Down, Left, Down, Left, Down, Right, Right, Right and press a button. Now kick ass!

Oh yes! Akuma's Quackershango – as we like to call it – is satisfaction guaranteed!

LET ICONS BE ICONS!

A more novel way of showing how each round is won are the icons that appear at the top of the screen. Some are obvious to work out, but others aren't as clear.

VICTORY
A medium or Hard Punch/Kick finish. NOT a special move.

SPECIAL
Simple. A Fireball, Dragon Punch or any other form of special attack.

P
A perfect finish, where you don't sustain any damage.

Z
Finish with a Zero Counter to get this icon at the top of the screen.

LASSO
This signifies when a throw has been used to finish someone off.

CHEESE
To kill an opponent when they are blocking is very cheesy indeed, so don't!

CHERRY
Finish any enemy with a Light Punch or Light Kick for the fruit.

SUPER
A Super finish. The number of stars indicates the level.

SUPER CHEESE
A Super finish while your opponent is blocking. Care for Edam anyone?

CUSTOM COMBO
Every character has a different symbol related to them for this.

PERFECT CUSTOM
Easy this one. The symbol changes colour as well.

TIME UP
Spend too much time farting around, and you'll be regretting it!

OVERALL

FORGET THE FACT THAT THIS IS THE UMPTEENTH VERSION OF STREET FIGHTER AND BUY THIS IMMEDIATELY BECAUSE IT IS THE BEST OF THE LOT. SUPERB PLAYABILITY AND LOTS OF CHARACTERS TO MASTER MAKE THIS A MUST.

92 SOUNDS

95 ANIMATION

93 GRAPHICS

96 PLAYABILITY

95

ALTERNATIVES

SF ALPHA, TEKKEN 2, MORTAL KOMBAT TRILOGY.

REVIEW

Pandem

Weird isn't the word! Impressive, wacky, gorgeous, and fun — now those are words, and bloody good ones too if you're describing a top game from our old chums, BMG. Get ready to slap your forehead in amazement!

MEAN MACHINES PLAYSTATION BUY IT! BUY IT! BUY IT! BUY IT! BUY IT!

RED HOT!

If we're completely honest, as much as we like BMG, they didn't exactly set themselves a very good name at the beginning of the PlayStation's rein. Lots of dodgy 3DO conversions and sub-standard games spewed forth from their offices (or should that be orifices?) and its taken them a while to regain their credibility. But by god have they! With the likes of Legacy of Kain, Spider, Firo & Klawd, and now Pandemonium! there's no doubting that the BMG-ers are pretty serious about competing for the PSX top ten! Pandemonium! is essentially a standard platform game, with lots of gem-collecting and 'jumping-on-baddies-heads' action. What makes it a cut above the rest is the presentation and imaginative style. Read on bold adventurer...

RUNNING AWAY!

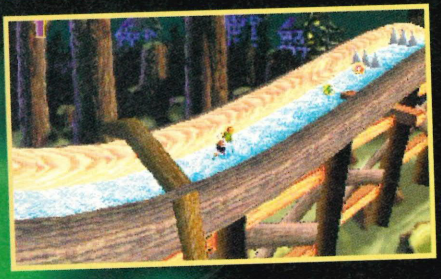
Not all the baddies are there to be killed, in fact some are there just to frighten the crap out of you! Take for instance this sliding spiky pillar of doom that chases you down the slope, or perhaps this weird creature that chases you around the desert level. Play these levels then take your pulse; I think it might be up a tad!

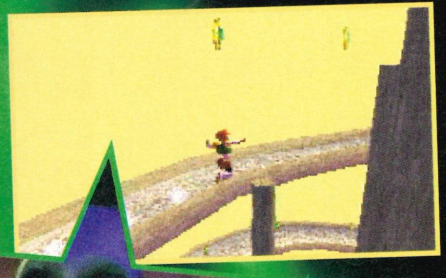
BOSS NO 1!

As is traditional in such games, after you've completed a set number of levels you must face a boss. This is the first such boss, known as the Shroom Lord. This enormous mushroom git takes up most of the screen, throwing mini mushrooms, dropping rocks and taking swipes at you. Your only hope is to jump on the flaming catapults surrounding him and knock his cup off!

YOU'RE WELL OUTTA' CONTROL!

MADNESS! Man, you are gonna' be totally outta' control on the levels with slides! Surf down, jump over gaps and deadly acid, and leap up to grab bonuses along the way. Damn good fun, but mind-blowingly fast. Wa-hay!





BY: BMG OUT: NOVEMBER PRICE: £44.99

MONIUM!

Hmm, now this doesn't look too friendly! Though some conveyor belts are handy for travelling without effort, this is one travellator you wanna' be gettin' off pretty darn quickish!

MIGHTY MORPHING MAYHEM!

Last month it was BMG's Legacy of Kain that let you morph into all manner of hellish creature, and this month they're back with Pandemonium!

Look at me! I'm a frog and I can jump very high indeed. I also have a pulsing throat sack thing. Ribbit!

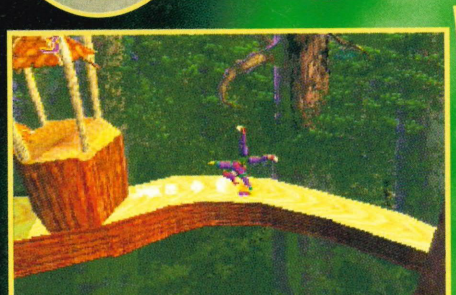
Hello, I'm a turtle and I bob my head up and down as I walk. Not only would I make an adorable stuffed statue for your mantle-piece, but I can also retract into my shell.

Mornin'. I be a dragon I do be. I be like able to fly in the air like I do. I also be able to breath fire and swoop around like, you know... a dragon. Huff, puff, etc.

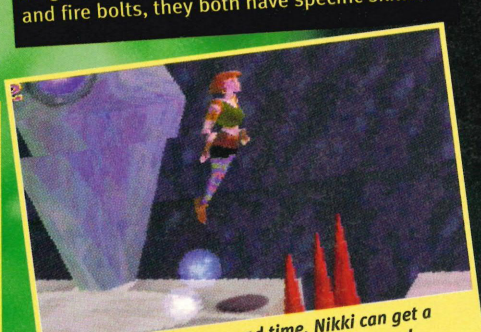
Here's fun! While enjoying the Road Runner-esque backdrop, kill baddies by rolling over them on a bolder.

NOT SURE IF YOU'RE A BOY OR A GIRL!

You can play Pandemonium as either Fargus the jester, or Nikki, his wizard's protege friend. While both characters can jump to a normal height, kill baddies by jumping on their heads, and fire bolts, they both have specific skills...



Fargus can also attack baddies by cartwheeling into them.



By pressing jump a second time, Nikki can get a much higher jump than Fargus. Up and away!

REVIEW

TUBES OF FUN!

You don't just get to slide around on the outside. Oh no, you even get your own special Alton Towers-esque tube rides. Wheee!

FLOATING CAMERAS AHOY!

A good example of how the camera automatically shifts to enhance the game play is here, where the camera moves around to give you a better view of the scenery and accompanying dangers. Another variation is where the camera looks down to see what's underneath you (while flying as a dragon). Now THAT'S 3D!

ME NO LIKE DE SPIDERS!

Definitely not a game for arachniphobes this one! Not only do the spindly gits inhabit a large number of the early levels, but they also spin webs everywhere to slow you down. Fortunately, the smaller webs can be used as trampolines, catapulting you to higher platforms.

BOSS NO 2!

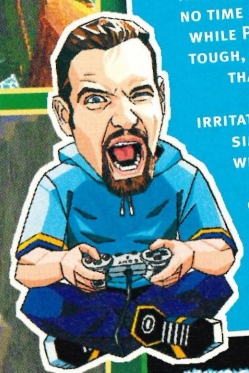
AAIIEEEE! This enormous bugger (known as Goon Honcho) chases you round the ring, leaving you to jump over the buzz saws, avoid being trampled of walloped with the hammer, while attempting to jump into the moving fire pit that sends you into the air. Then you just have to land on his head a few times. Oh, is that all!!

SONIC BUMPERS

Sonic the Squirrel's got nothing on Pandemonium! Throughout the levels there are helpful bumpers camouflaged to suit the level. Is that a mushroom or a... BOING!

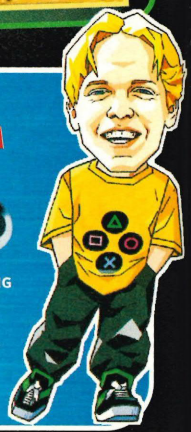
MATT COMMENT

IT MUST BE SAID, I'M TOTALLY BLOW AWAY BY PANDEMONIUM! THIS IS A DOUBLY IMPRESSIVE FEAT CONSIDERING IT TAKES A PRETTY DAMN GOOD PLATFORM GAME TO CAPTURE MY ATTENTION! IT'S NO SECRET THAT I'VE NO TIME FOR CRASH BANDICOOT, BUT WHILE PANDEMONIUM! IS CERTAINLY TOUGH, IT'S THE SORT OF 'DIFFICULT' THAT DOESN'T RESULT IN SHEER FRUSTRATION AND TERMINAL IRRITATION. PANDEMONIUM! IS, PUT SIMPLY, STUNNING. IT'S PACKED WITH IMAGINATIVE IDEAS, TONS OF VARIETY, SURREAL CONCEPTS AND BREATHTAKING VISUALS. WITHOUT A DOUBT THE PLATFORM GAME FOR THE PLAYSTATION. IT IS TRULY AMAZING! NUFF SAID?



STEVE COMMENT

TO BE HONEST I QUITE FANCIED REVIEWING PANDEMONIUM! MYSELF (BUT IT WAS MATT'S BIRTHDAY, SO I WAS KIND!) IT LOOKS FANTASTIC, PLAYS SUPERBLY, AND MAKES THE LIKES OF CRASH BANDICOOT AND JOHNNY BAZOOKATONE LOOK COMPLETELY OUTCLASSED. TOP STUFF!



OVERALL

A REMARKABLY IMAGINATIVE AND WELL-PRODUCED GAME THAT SETS THE BENCHMARK FOR THOSE TO FOLLOW. A DELIGHT TO BEHOLD AND A DREAM TO PLAY, THIS TRICKY GAME WILL HAVE PLATFORM FANS WELL AND TRULY HOOKED.

92 SOUNDS

93 ANIMATION

95 GRAPHICS

92 PLAYABILITY

92

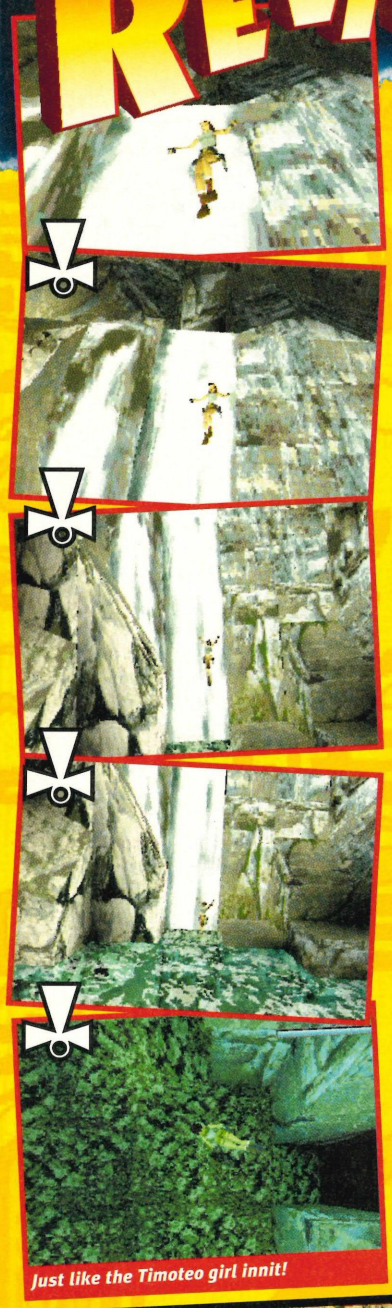
ALTERNATIVES

CRASH BANDICOOT. RAYMAN. JOHNNY BAZOOKATONE.

Meanwhile down at the DIPPODROME...
I hope he's come on his own.
Norm's the name, sensible music's the game! Call that dancing? It looks like you're trying to wipe something off your shoe.
NORM
You should be at home getting your beauty sleep - look what it's done for me!
NORM
TWIX
CRUNCH!
Oooooohh!
CRUNCH!
Anyway you shouldn't be listening to pop and roll music. It dissolves your brain cells!
CRUNCH!
Wow! A hundred and fifty beats per minute – and that's just my heart.
TWIX
a BREAK FROM THE NORM

REVIEW

TOMB RAIDER



Just like the Timoteo girl innit!

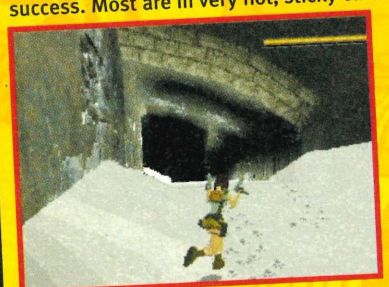
Sick of sports games? Bored with beat-'em-ups? Peeved with puzzlers? Well, stick on yer backpack, give sexy Lara Croft a call on the mobile and invite her on date with Tomb Raider. Don't forget yer breath freshener!

Beware guys the tide is turning, and fast! Because there's a new breed of avenger in Gametown. A no-nonsense, get-the-job-done type of character who's never really been let out into the world of video gaming before. Oh yes, we've had effeminate plumbers, blue hedgehogs and all-manner of chisel chinned beef cakes, but the number of true 'lady killers' has been all too limited. Until now. Meet Lara Croft, she's about to put become the greatest female games character ever, and if you wanna dispute the fact you can tell her different. She's like Indiana Jones with Immac, Calamity Jane without the slightest mishap and Racquel Welsh without the Welsh, all rolled into one tasty morsel – I've flattered her enough I wonder if a snog's out the question? Anyway chaps, be careful not to show Tomb Raider to yer sisters. Before you know it they'll be shinning up the drainpipe, smashing through your bedroom window before confronting you in khaki shorts and climbing boots. The next thing you'll know you'll be lieing prostrate on the shag-pile, clutching your differentials while they play on your PlayStation! YOU HAVE BEEN WARNED!!

Just like an outake from Valley of the Gwangi, Lara has to take on dino's as well!

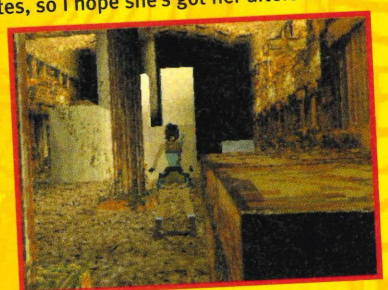
THE GREAT OUTDOORS...

To find all three of the pieces of the mysterious amulet Lara has to journey all over the place. Here's a little breakdown of the various locations she must search to ensure success. Most are in very hot, sticky climates, so I hope she's got her aftersun with her...



PERU

The first four levels find Lara high in the Peruvian mountains in search of the lost Tomb of Qualopec. How she manages to parade around in those skimpy shorts in this weather I'll never know!



ANCIENT ROME AND GREECE

Now it's on to the tombs and temples of the Romans and ancient Greeks. I hope Lara likes kebabs, moussaka and dial-a-pizza, otherwise she's going to need a flippin' big packed lunch!

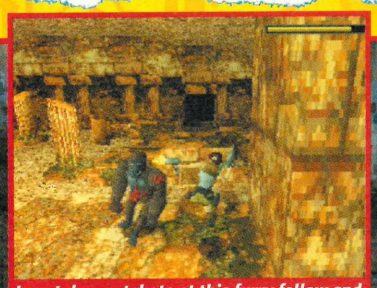
ANCIENT EGYPT

A journey down the fertile Nile or hours spent roaming the tombs of sleeping Pharoahs? Whatever the heck happens, just don't drink the water. Dodgy bottoms ahoy!

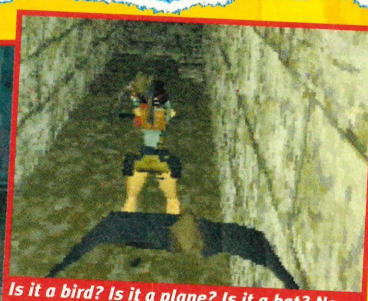
ATLANTIS AND BEYOND?

To complete Lara's quest you'll journey with her to places that human eyes haven't gazed upon for millennia. A journey that'll find you in Atlantis, and back once more to the pyramids!

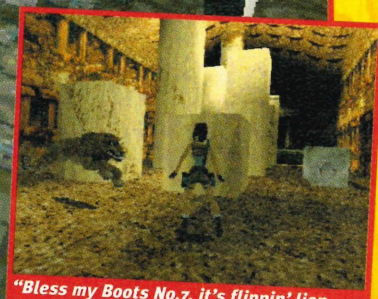
MEAN MACHINES PLAYSTATION
RED HOT!
BUY IT! BUY IT! BUY IT!



Lara takes potshots at this furry fellow and shoots him straight in the monkey nuts!



Is it a bird? Is it a plane? Is it a bat? No, it's an F-117 Stealth Bomber you fools!



"Bless my Boots No.7, it's flippin' lion with big nasty teeth and mucho hunger!"

WE'RE ALL GOING TO THE ZOO TOMORROW...

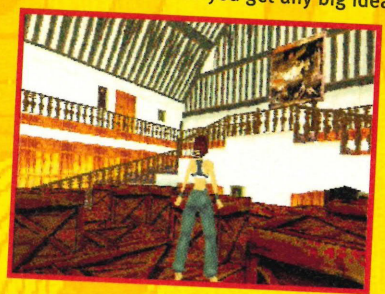
Lara's adventures force her to encounter a range of nasty and rather dangerous bunch of animals. Apart from the more heavyweight 'boss' type beasts and ghouls there's all manner of sharp-fanged mammals and reptiles hanging around the crypts and mausoleums that litter Lara's world. Talk about hungry this lot are dying to make lunch of Lara – not many fast food bars in ancient temples you see! But look on the bright side, you'll never need to spend all yer cash on visiting a safari park!

THROUGH THE KEYHOLE!

Before you go off roaming around the world, searching smelly, dark tombs where rotting dead folk dwell, a bit of training wouldn't go amiss. Being the rich type of chick – good catch lads – Lara lives in a huge mansion which she's kitted out, rather lavishly, with training equipment. Here you can learn all of Lara's lovely moves and perfect your skills before taking on the bad guys. As you move through her top of the range Barratt home, Lara will talk you through everything you need to know. And before you get any big ideas, there's no bedroom for that kind of sport!

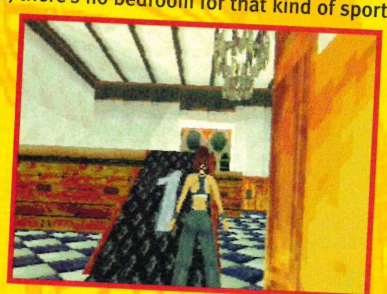
MUSIC ROOM

Lara'll show you the finer points of jumping. All from the comfort of her snazzy blue crashmat. What a des-res eh?



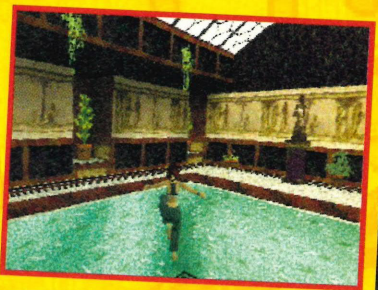
THE MAIN HALL

Stacked full of crates, this is where Lara practices all her climbing skills. Apparently the removal men have just delivered them – lazy cow she should have unpacked months ago!



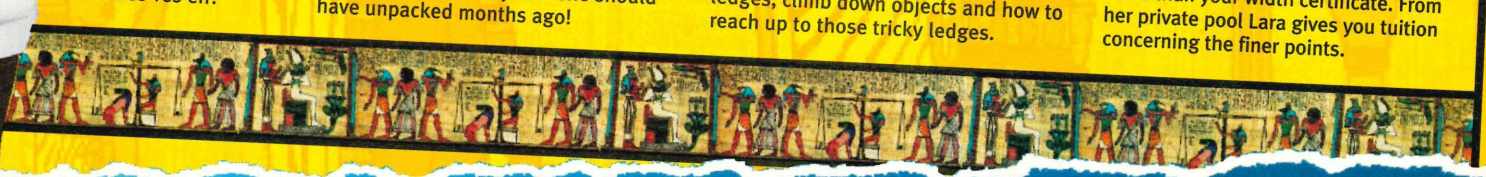
THE SPARE ROOM

It's not really a spare room, it's where Lara shows you how to look around yourself, balance precariously off ledges, climb down objects and how to reach up to those tricky ledges.



SWIMMIN' POOL

To swim through subterranean, water-filled passages you're going to need more than your width certificate. From her private pool Lara gives you tuition concerning the finer points.



REVIEW

CHECK OUT THE ACTION GIRL KIT BAG!

If you're going to find three pieces of some powerful ancient artifact you need some kit to help you along. Think of Lara's backpack as Girl's World without the silly wig thingy. Anyway, here's the more useful icons explained for you in full...

OPTION MENU

PASSPORT
Useless for taking on holiday to Magaluf, but damn handy for loading saved games on.

POLAROID
Whisks you off to chez Lara's for a spot of training and maybe a little bit of crumpet and er tea, of course!

SOUNDS
Sets the mood for you just the way you like it and allows you to decrease and increase the FX.

SCREEN ADJUST
Adjusts everything on-screen apart from your view down Lara's top – I know flimmin' disappointing innit!

CONTROLS
Allows you to configure control to your own special needs and is handy if you're silly enough to forget any of them.

INVENTORY

PISTOLS
Lara's first form of defence. While those pistols pack a punch they're completely inferior to the later weapons you'll find.

SHOTGUN
Slower than other weapons to reload, but the farmer's best mate makes impact with a mighty wallop! Bang! Mister mutant wabbit!

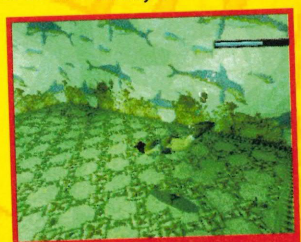
UZI SUB-MACHINE GUN
A personal favourite of mine and a damn fine fire-arm to have when battling the undead. Bless 'em!

MAGNUM
Clint's favourite and the most powerful hand-gun in the world – can't go wrong really can you!

COMPASS
You know how it is, one moment you're lifting the sarcophagi lid, the next you're blimim' lost. Solve those worries with this handy compass.

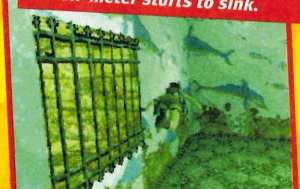
PUT 'EM IN THE WATER THEY'LL LOVE IT...

...As me old mate Rolf Harris used to say on his Learn to Swim ads. Of course Lara's a fine swimmer and makes Sharon Davis look as graceful as a housebrick, but even she's got to watch it. During her Jacques Cousteau style dives she has just two minutes to reach her destination or she'll start to drown! lummy...



With a pair of lungs like Lara's she can manage a nice big gulp of the old oxygen stuff.

As she journey's further along the passage, you'll notice that her air-meter starts to sink.

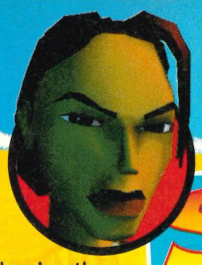


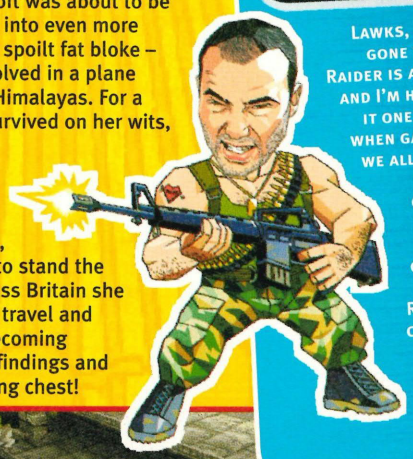
Once the meter reaches the far-left Lara's in big trouble and left with a few seconds of residual air displayed via the top brown bar.

Unable to hold her breath any longer Lara sinks to the bottom and it's game over. What a shame!

LARA, LARA LAUGHS!

Well, not really because Lara's rather Tarzan-esque life is quite sad really. Born into cash and aristocratic lineage, Ms. Croft was about to be wed – probably into even more money to some spoilt fat bloke – when she's involved in a plane crash over the Himalayas. For a fortnight she survived on her wits, like an 18-30s holiday, before finding her way back to civilisation. But, no longer able to stand the life of upper-class Britain she found solace in travel and archaeology, becoming renown for her findings and quite outstanding chest!





SIMON COMMENT

LAWKS, I THINK I'VE DIED AND GONE TO HEAVEN 'COS TOMB RAIDER IS ABSOLUTELY BRILLIANT AND I'M HARD PUSHED TO FAULT IT ONE LITTLE BIT. NORMALLY WHEN GAMES LOOK THIS GOOD WE ALL GET SUSPICIOUS THAT ALL THE EFFORTS HAVE GONE INTO THE GRAPHICS ENGINE AND THE GAMEPLAY HAS BEEN OVERLOOKED. BUT FEAR NOT BECAUSE TOMB RAIDER IS AN EXCELLENT COMBINATION OF ACTION AND PUZZLE SOLVING THAT'LL KEEP YOU GRIPPED INDEFINITELY. YOU MUST GET THIS GAME WHATEVER THE DIRE CONSEQUENCES!

STEVE COMMENT

GIMME TOMB RAIDER NOW! IT'S NOT FAIR SI GOT TO REVIEW IT AND MOST OF THE TIME ALL I COULD DO WAS LOOK OVER HIS SHOULDER AND STARE AT THE CREAMY GRAPHICS AND ABSORBING GAMEPLAY. THIS IS ONE OF THE FINEST GAMES FOR THE 'STATION YET AND AS SOON AS CLAYSY LEAVES THE ROOM MISS CROFT WILL BE ALL MINE TO PLAY WITH! HA-HA! CACKLE! SPLUTTER!

OVERALL

CORE COME UP TRUMPS 'COS TOMB RAIDER IS ONE OF THE MOST COMPLETE TITLES TO EMERGE FROM THE GAMING CRYPT EVER! BUY THIS GAME, IT'S GROUND-BREAKING AND MORE PRECIOUS THAN THE ARTIFACT LARA SEARCHES FOR!

ALTERNATIVES

FADE TO BLACK OR RESIDENT EVIL.

94 SOUNDS

94 ANIMATION

90 GRAPHICS

90 PLAYABILITY

93

pitball

New 4 PlayStation

coming soon

PlayStation

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REVIEW

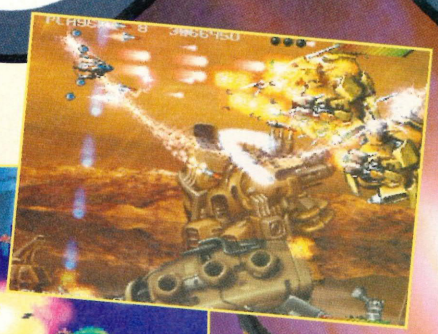
2UP

X2

NO RELIEF

Could this finally be the shoot-'em-up that we have all been waiting for on the PlayStation? The much hyped X2 from Team 17 is their most ambitious project to date, and now it's crunch time as we find out if it's any good!

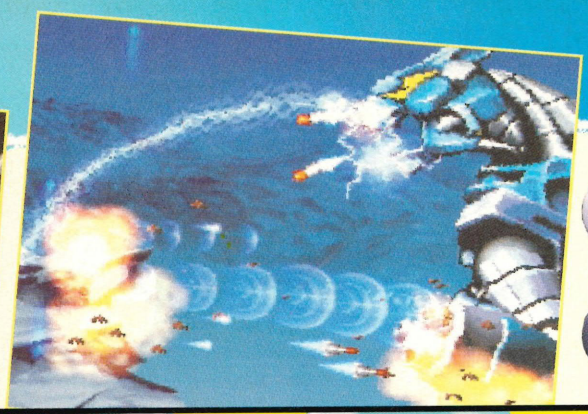
I've seen shoot-'em-ups evolve from the original classic Space Invaders to this, the nineties version: X2. Perhaps the most famous horizontal scrolling blast fest, though, is R-Type. Having appeared on all the original formats, ie Spectrum and Atari, it has become an institution in its own right; spawning many imitators. I'd go as far to say that it's had more facelifts than Michael Jackson. All this because you can't beat a top notch bit of blasting action. And now X2 has arrived on the scene looking like a flashy Porsche amidst the old, but ultimately successful, Mini's of R-Type, Hellfire, and Thunderforce fame. The jury will be extremely tough, as there's an awful lot of games to judge it by, so... "Let the sentencing begin!"



As you can see (or more likely can't!) this game is complete chaos. Trying to tell what is going on is, at times, almost impossible. Just shoot for your lives, OK?

There's only so much you can say about this game before the word 'crap' slips in somewhere.

BOK! Eat my megabomb alien scum. Crap. Oh there it is again. I told you it keeps slipping in!



THE HUNT FOR XSOI?

There are three different craft to pick in X2. It's not so much the speed or agility of the craft that varies, but the power of the weapons they carry that matters. The number of stages shown next to each of their five best weapons below indicates the number of icons you should pick up to give the best strength possible. Once the maximum level has been reached, then every time you pick up that icon, it acts as a mini Megabomb, destroying everything in at a close range.

XSOI

Probably the best all round ship with the ability to carry some powerful weapons and yet still keep it's speed up.

RIPPLE	4 STAGES
PLASMA	4 STAGES
MULTIPLE	3 STAGES
DUAL	4 STAGES
FIRE	4 STAGES

Hallo. I like to talk about jolly, fun games...

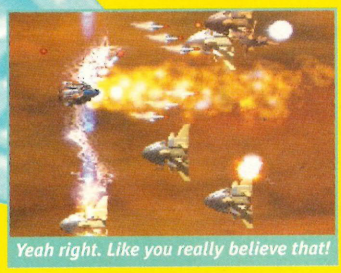
...but I can't about X2 because it's crap.

XSO2

Power is the key for this chugger of a ship. Speed is not the strongest point, but it can handle a load of weapons.

RIPPLE	5 STAGES
PLASMA	5 STAGES
FIRE	5 STAGES
HOMING LASER	5 STAGES
DUAL	5 STAGES

X2. The definitive PlayStation shoot-'em-up.

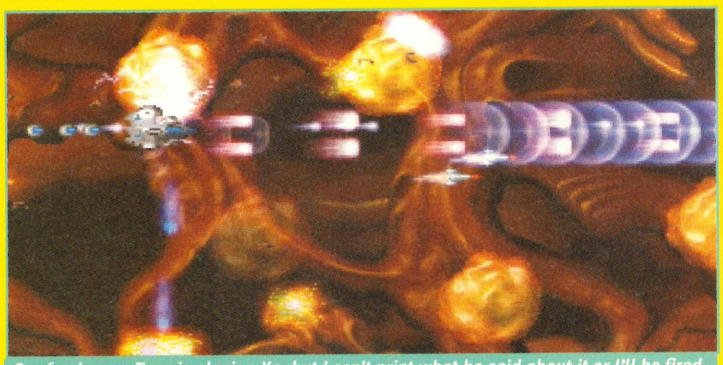


Yeah right. Like you really believe that!

XSO3

Oh dear. If you fancy crapping your pants and being able to run away, this is the craft for you. Hardcore gun fans should avoid this.

GUN	3 STAGES
RIPPLE	3 STAGES
PLASMA	3 STAGES
HOMING LASER	4 STAGES
MULTIPLE	3 STAGES



Our freelancer, Tom, is playing X2, but I can't print what he said about it or I'll be fired.

BLIMEY! ITS GOT A TWO-PLAYER MODE!

As if the action on-screen isn't chaotic enough, there is a simultaneous two-player mode for you to indulge in. Grab a mate – preferably one who has a bit of patience and doesn't get too annoyed while playing games – and you're ready. The first couple of levels shouldn't pose too much of a problem, as not too many pick-ups are on offer, but wait until you get a bit further. Oh, dear. It hurts just thinking about it.

If you want to be really annoyed, go out and buy this game. It's plop.

Of the three formations, the one above is the best. But frankly, who really cares. If you want fun by the bucket-loads, don't buy this.

GET IN FORMATION... NOW!

Once you've collected enough drones – see the pick-up box – you can arrange them in formation to suit your requirements. There are three setups you can have them in which we've called Floater, Spinning and Fixed. The Floater has them just following you around in no set order. Spinning is where they rotate around the craft, firing as they go, and Fixed has them staying by your wingtips at all times. To switch between the three options simply press triangle when you've collected one.

REVIEW

LOOK AT THE SIZE OF MY WEAPON!

Things start off pretty poorly in the weapons department, with a single piddle of bullets, but it doesn't get any worse than this, because the weapons are awesome. So awesome in fact, that it often becomes so cluttered on screen that you can't tell what's going on, and then your brain melts. What a game!

GUN

Yawn! Dull, dull, dull! Quickly, make haste to that power-up otherwise you'll be dead in a flash! A normal, forward firing laser is all this is!

RIPPLE

Phew! Just when you thought you'd be in boring weapon hell, this fellow comes along to rescue you. Although they don't home in, they are quick firing.

PLASMA

I can feel the power growing! This weapon first becomes available on Level Two and can be powered up quickly for a high strength weapon!

HOMING LASER

Heh, heh. NOW YOU WILL ALL DIE! This is the best shooting weapon you can get. Even has smaller shots that will track out ground turrets for you. Ahhh.

FIRE

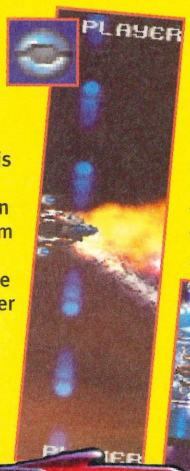
Burn in hell alien scum! Reduce all baddies to a dribbling mess with the flamer! Used at close range this comes into it's own but other than that...

DUAL

The last shot pick-up you'll get, this one is best when used against loads of aliens as it has a good rate of fire and is also strong. What more do you need?

SIDE LASER

Worry no more about the ground turrets as this sideways firing weapon can take them out quickly. Used with the Tracking Laser and they've got no chance!



ELECTRIC TRACKING LASER

From the Gods I do summon the power of lightening to frazzle anything in my way. Power this up as soon as possible, as it's a very handy weapon!

LASERSNAKE

Looking like a neon marshmallow flump, this is in fact another homing weapon. You'll often forget you've got it, but rest assured, it's always killing something.

STANDARD MISSILE

It's a missile, and you've seen it all before. They emerge from the side of the ship, and then fire straight ahead. You can have four going at once if you wish.

HOMING MISSILE

Well, it's a missile and you've seen it all before. But the difference is that this one homes in. Even Sonic the Squirrel could have worked that one out... DOLTS!

PLASMA STAR BOMB

You can pick these up as early as Level One, and they act in exactly the same way as the Homing Missile, only they are pink blobs that flash. Er, that's it. Right.

SHIELD

OK, let's have a quiz. Whoever can guess what this does will win themselves a fluffy Sonic the Squirrel? Oh, time's up! Sorry, no prizes today.

SPEED UP

Obviously you can't see the effect of this one from the screenshot, so just take our word for it. These will make your craft a very nimble ship indeed! Lovely.

ENERGY

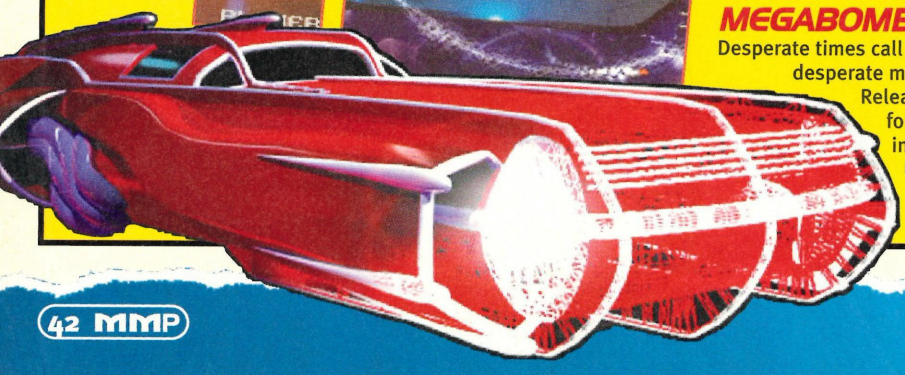
This is even more useful than pies at a pie eating contest! Because X2 is so difficult you easily lose lives, so these should be collected with great haste when they appears.

MULTIPLE

Every time a boss is killed, they release one of these icons which makes a small drone appear around your ship. It in turn fires small bullets. Every little helps!

MEGABOMB

Desperate times call for desperate measures. Release the Megabomb for results more instant than an Uncle Ben's boil in the bag stir fry. Now that's gotta hurt!



Don't try to shoot this from the front. Use the side lasers to destroy him from above or below.

GOING UP, RIGHT OR DOWN?

One of the only calm points in the game is where the scrolling changes. The programmers obviously didn't want you to get totally bored with a sideways scrolling shooter, so they made it multi-directional! At points in the game, the action shifts from a horizontal moving to vertical and vice versa! All this means is that you can't see what's going on up the screen instead of across it. Now isn't that fantastic!

Now isn't that flash! Never underestimate the power of PlayStation. Got that pal?

The transparent rocks are ones which were blocking your path, but you flew underneath.

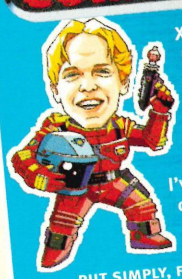
FANCY A SHOWER?

Level Three, called The Belt, features another 'neat' graphical touch that is designed either to kill, or annoy you. As you're flying through the asteroid field certain parts become completely blocked off offering you no way through — so the game then drops down a level, into a new, lower asteroid belt and you carry on! However, unless you know where to position yourself on screen you'll land straight on another rock, and die. Super.

WE DON'T WANT TO RUIN IT, BUT...

Well being as you're less than likely to see the end boss for ages when you purchase this, we thought we'd show you anyway. Meet the Mother Alien, in all her oversized nit glory. She is the whole of level Ten and is quite frankly, very easy to beat. And then your reward, a contender for the worst ending ever. Prepare to be severely disappointed!

STEVE COMMENT



X2 IS A LOVELY LOOKING GAME CHOCKED FULL OF GOOD SOUNDS. ER... COMPLIMENTS OVER WITH. ARRRRRRGGGHHHH! I'VE BEEN WANTING TO GET THAT OFF MY CHEST FOR AGES BECAUSE THIS IS, PUT SIMPLY, FRUSTRATION ON A CD. WHERE DO I START? WELL, WHENEVER YOU DIE YOU KEEP ALL YOUR WEAPONS WHICH MAKES SOME BITS TOO EASY, WHILE IN OTHER PLACES — NO MATTER WHAT FIREPOWER YOU HAVE — YOU CAN'T KILL EVERYTHING SO YOU DIE. THEN THERE'S AN ENTIRE LEVEL WHERE YOU CAN GO WITHOUT SHOOTING ANYTHING EXCEPT THE BOSS! WHY? SOME OF THE ENEMIES BULLETS ARE SO SMALL THAT YOU CAN'T SEE THEM AND, GUESS WHAT, YOU DIE! YOU ONLY HAVE FIVE LIVES AND ONE CONTINUE, WHICH MEANS YOU HAVE TO PLAY FOR DAYS TO GET ANYWHERE NEAR COMPLETING THE GAME, AND THE PROCESS IS VERY BORING AND TEDIOUS. AND THE ICING ON THE CAKE: THE ENDING IS CRAP — IT WAS ALL FOR NOTHING. PAH!

MATT COMMENT

HAVING BEEN A MAJOR AMIGA BOD ONCE UPON A TIME, I'D LOVE TO ARGUE WITH YOUNG STEVE AND TELL YOU THAT THIS IS A GLORIOUS UPDATE OF AN EXCELLENT OLDIE. SADLY, I'D RATHER GET MY A1200 OUT OF THE CUPBOARD AND PLAY THE OLD ONE THAN THIS 'NEW, IMPROVED' VERSION. PUT SIMPLY, IT'S JUST TRYING TOO HARD. THE SCREEN IS OVERWHELMED WITH OTT WEAPON EFFECTS, FAR TOO MANY ENEMY SHIPS AND THOSE BLOODY ANNOYING CHERRY PIP ENEMY BULLETS (THAT YA JUST CAN'T SEE!). IT'S HARD ENOUGH WATCHING SOMEONE ELSE PLAY. LET ALONE HAVING A GO YOURSELF! CERTAINLY IT LOOKS LOVELY, SOUNDS PRETTY IMPRESSIVE, AND HAS SOME INTERESTING IDEAS, BUT SOMEHOW DOESN'T GEL TOGETHER. I CAN'T HELP BUT FEEL AN OPPORTUNITY HAS BEEN WASTED, AND A GOOD NAME TARNISHED.

OVERALL

THIS IS SO DIFFICULT, YOU'LL HAVE MORE LUCK TRYING TO PULL A NUN. DESPITE THE EXCELLENT GRAPHICS, X2'S SPOILT BY SOME REALLY FRUSTRATING SECTIONS AND PROBLEMS, THAT COULD HAVE BEEN AVOIDED. SUCH A SHAME.

ALTERNATIVES

WELL, THERE'S RAIDEN PROJECT AND THAT'S ABOUT IT MATEY

85 SOUNDS	85 ANIMATION
89 GRAPHICS	73 PLAYABILITY

71

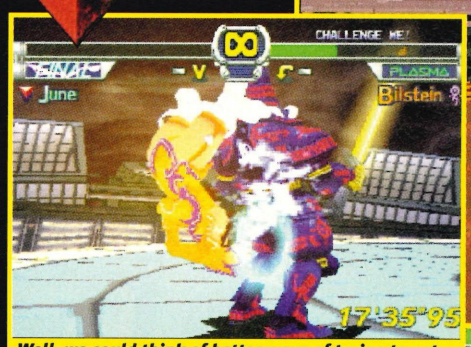
REVIEW

STAR GLADIATOR

EPISODE:I FINAL CRUSADE

Wa-hey! More beat-'em-ups. Just what I always wanted. This month we have a Capcom double-whammy of SF Alpha 2 and their first foray into the 3D world, Star Gladiator. Oi, you at the back there, stop yawning!

After the massive success of the Street Fighter Alpha games on PlayStation – especially in Japan – you'd be forgiven for thinking that Capcom would be very keen to jump into the 3D arena to keep pace with the Tekkens and Virtua Fighters of this world. But that hasn't been the case... up until now! Mr. Capcom-san seemed quite content to rest at ease on his wads of SF cash, and make sure that when they did take the leap, they would do it properly. After all, they have a reputation to protect man, know what I'm saying? So now, with Star Gladiator complete, and pictures starting to emerge of Street Fighter Gaiden it looks as though the big C from the east are finally happy with what they've managed so far. And about bloody time!

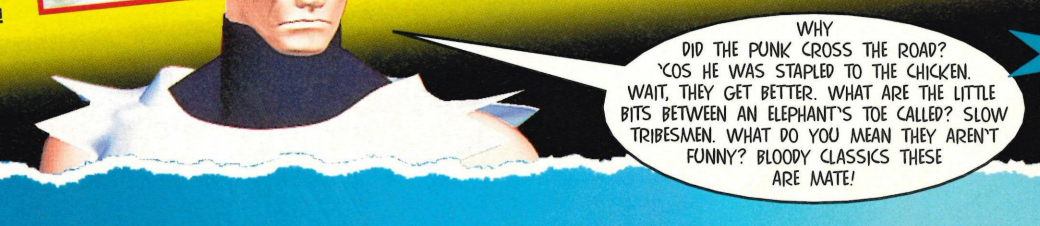


Well, we could think of better ways of trying to get out ear wax, but if that's the way you want to do it...

"I was only joking when I said bite me." Gerelt is on the receiving end of Rimgal's gnashers. Toothpick?

YES, YES, VERY FLASH!

Something else which we discovered in this version is the Plasma Move. Nothing to do with the combos we went into last month, but a single attack that, when it connects, is a bit special. By pressing A, B, and K together, your character will darken and spew out spaghetti style light beams from all over their body. Then, he/she/it will take a swipe at the other character, and if it hits, the fun really starts. It is best to attempt this move when the other fighter has little or no energy as, if you finish with it, you get stills of the move from 3 different camera angles with explosions and light effects. All very smart and lovely!

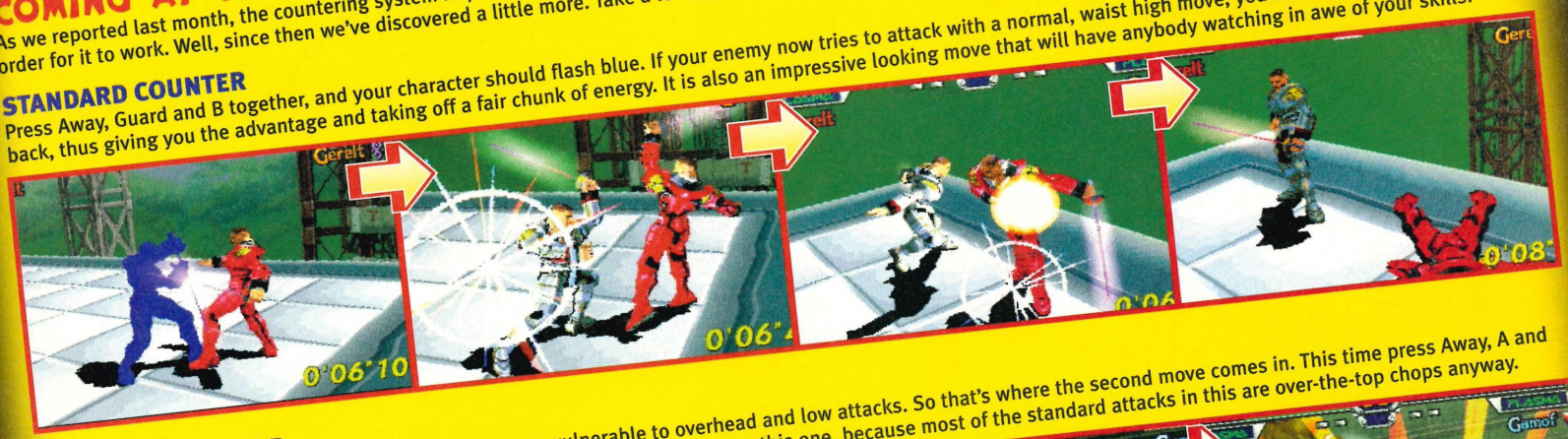


COMING AT YA!

As we reported last month, the countering system requires a move to be pulled off before an opponent attacks in order for it to work. Well, since then we've discovered a little more. Take a look, people.

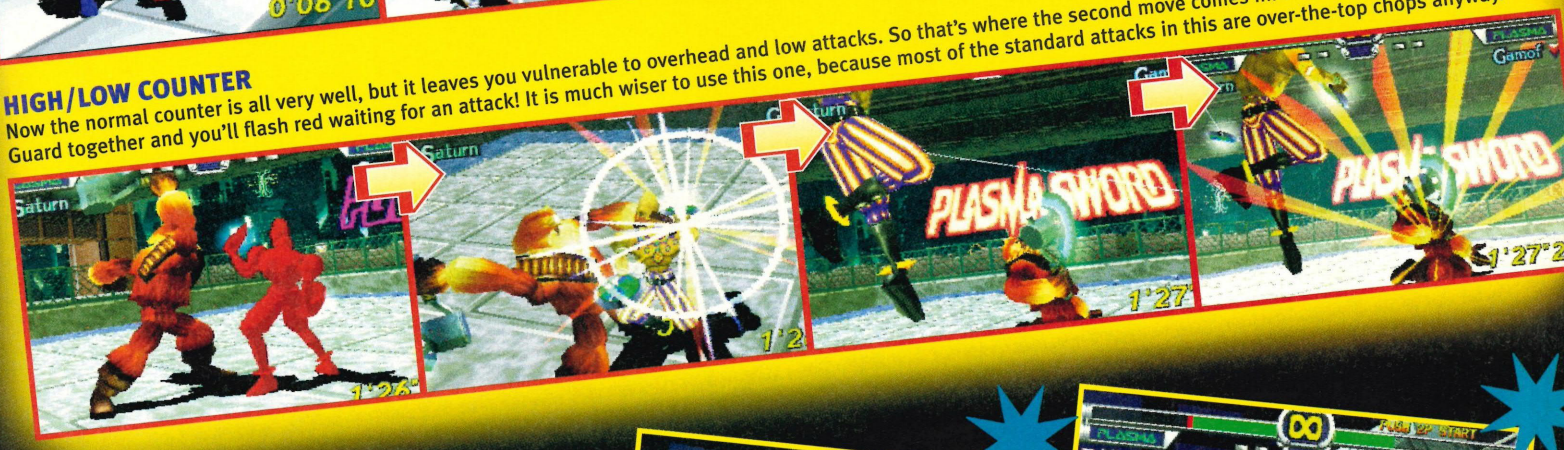
STANDARD COUNTER

Press Away, Guard and B together, and your character should flash blue. If your enemy now tries to attack with a normal, waist high move, you'll immediately hit them back, thus giving you the advantage and taking off a fair chunk of energy. It is also an impressive looking move that will have anybody watching in awe of your skills!



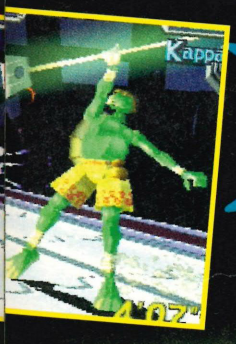
HIGH/LOW COUNTER

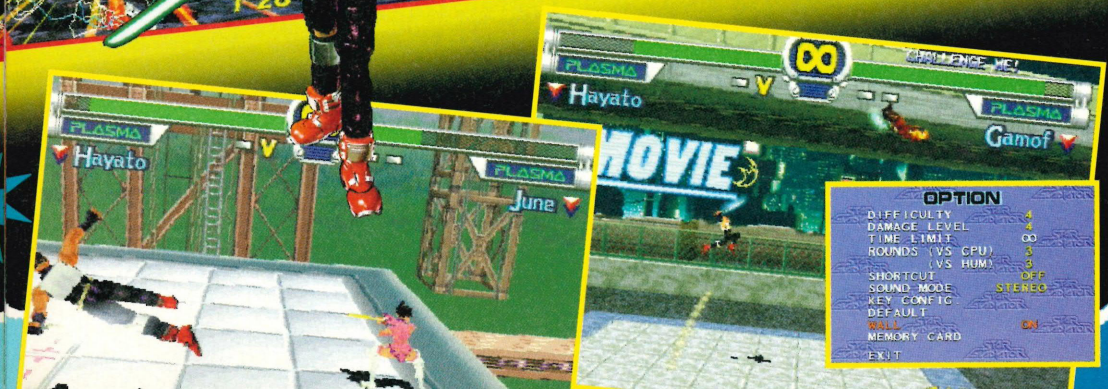
Now the normal counter is all very well, but it leaves you vulnerable to overhead and low attacks. So that's where the second move comes in. This time press Away, A and Guard together and you'll flash red waiting for an attack! It is much wiser to use this one, because most of the standard attacks in this are over-the-top chops anyway.



THE CUCUMBER ITS ARRIVED!

Say hello to Kappah, one of the secret characters in the game. If I'm being completely honest here, I don't really know how to get him. Having completed the game once, and playing with the Wall mode turned on (see boxout) I got to round four at which point this bloke appeared! Playing like a cross between Gerelt and Saturn – whose stage he fought on – I'm disappointed to say he wasn't difficult to beat. But if he is playable...





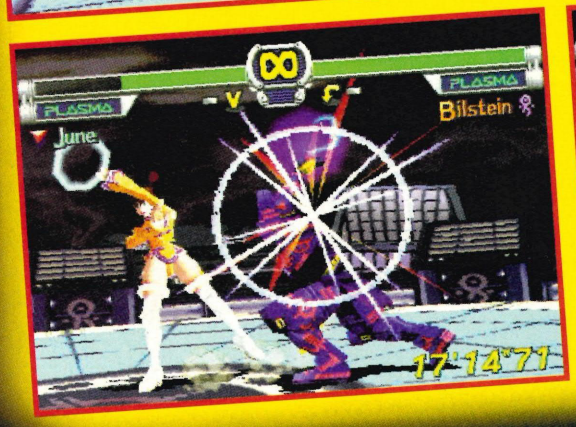
WALL TO WALL VIOLENCE

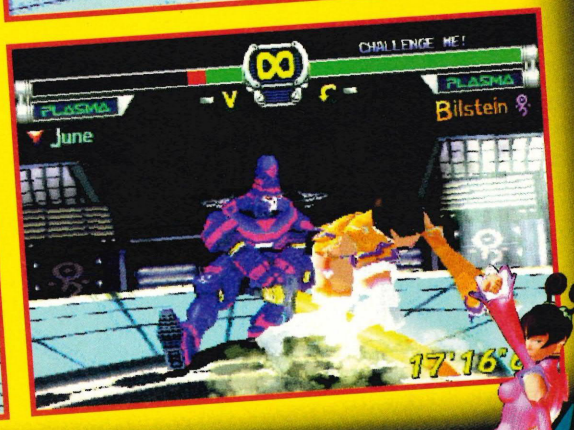
One of the secrets in Star Gladiator is Wall mode. It's easy to find, as all you have to do is complete the game on any of the difficulty levels — even using continues if necessary — and it appears in the options screen. Once switched on, ring outs are impossible as an invisible wall appears around the edge and the gravity level is reduced so any hits send the enemy flying across the ring!

REVIEW

THE NAMES BILSTEIN, EDWARD BILSTEIN. GOT IT!

And he's the reason that everyone's fighting each other. Because he discovered this Plasma power lark, people are after him. He's also the final boss of the game who you'll face once all of the nine characters have been defeated. His style relies heavily on counters, and side step moves which cut through you — so be wary when going to attack, or be ready with the low counters. To say he is a cheesy fighter is a bit of an understatement!

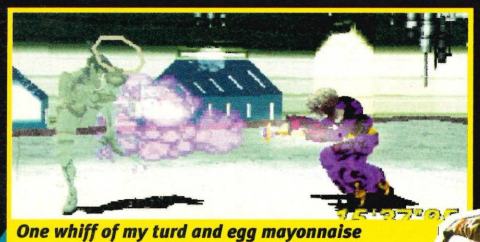




STEVE COMMENT

I'VE HAD THE PRIVILEGE OF DOING BOTH SFA 2 AND THIS GAME THIS MONTH, AND I HAVE TO SAY THAT SF IS BETTER. STAR GLADIATOR IS FAR SUPERIOR IN THE GRAPHICS DEPARTMENT, WITH ALL THE LIGHT SOURCING AND EFFECTS BEING A REAL TREAT, BUT I JUST DIDN'T GAIN THE SAME SATISFACTION FROM PLAYING THIS AS WITH STREET FIGHTER. THE MOVES SEEMED TOO EASY TO STRING TOGETHER AND COMPLETING THE GAME WAS ALSO A BIT TOO EASY. IT *IS* A VERY GOOD GAME, BUT JUST FALLS SHORT OF BEING AN EXCELLENT ONE FOR ME.

Please Daddy, will you take me to the ice-cream stall. Pleeeeeease! Go on.



One whiff of my turd and egg mayonnaise smelling breath will be the end of you!

HAVE YOU GOT THAT IN PINK!

Just a quickie. If when you're selecting a character, and the standard colour is starting to bore you a little, try this. On the character select screen simply press and hold Up to see the other fighter's costume. Some of them are only a change of colour, but others have completely new outfits!

MATT COMMENT

STAR GLADIATOR ISN'T A GAME YOU'LL PICK UP AND THRASH ABOUT WITH EASILY, BUT AFTER YOU'VE LEARNT A FEW MOVES AND UNDERSTAND THE COUNTERS AND PLASMA COMBOS, YOU'RE AT LEAST GUARANTEED A LAUGH. STEVE'S RIGHT: IT AIN'T SFA2, BUT IT'S VERY NICE.

OVERALL

A WHISKER SHORT OF BEING A CLASSIC FIGHTING GAME. ALTHOUGH IT'S VISUALLY AWESOME, IT FALLS SHORT IN PLAYABILITY TERMS. BUT IT STILL OFFERS A GOOD ALTERNATIVE TO THE OTHER FIGHTERS CURRENTLY ON OFFER.

ALTERNATIVES
TEKKEN 2, SF ALPHA 2, ZERO DIVIDE.

90 SOUNDS	92 ANIMATION
93 GRAPHICS	89 PLAYABILITY

89

CAPTURE IT!

RETURN FIRE

"A perfect combination of destruction, filthy cunning and devilish humour make this one of the best 2 player games ever made."

C&VG 5 OUT OF 5

"Pure playability."

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WARNER INTERACTIVE

REVIEW

2UP

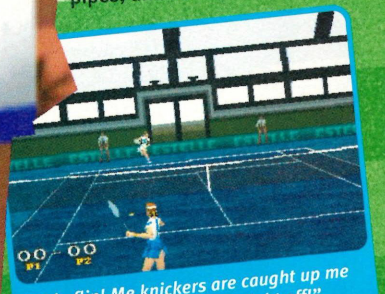
BREAK POINT

EGADS! I thought I'd made it crystal-clear that I didn't want any more tennis games for at least another few months! Oh well, never mind. Pass me my racquet...

If there's one thing harder than coming up with an intro for a game you previewed only last month, it's coming up with an intro for a game you previewed only last month AND is only one of many similar titles currently doing the rounds! Sampras Extreme Tennis won us over, Namco's new tennis game has made us turn our attention to page 64, Davis Cup Tennis made us vomit freely and use the word 'plop' quite a lot, and now we've Ocean to consider. Popping their heads up from behind a ball boy and quietly offering us their version of how a tennis game should be, who are we to shout "Go away! We don't need any more tennis game today, thank you!" Well not us, for one. And there's more...

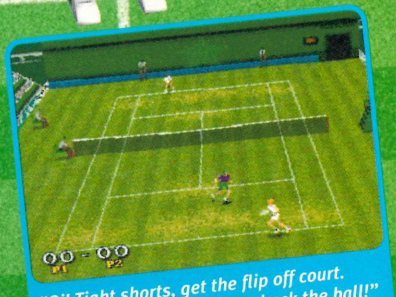
RANDOM PICTURES WITH VAGUE CAPTIONS!

Yes it's true. I've lost the will to live (and the will to find new and interesting ways of displaying tennis game screen shots!), so shove this little lot up your pipes, and I shall commentate for your slight pleasure.

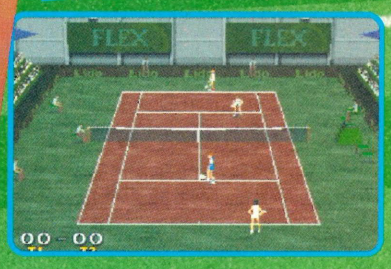


"Ooh, flip! Me knickers are caught up me bum and they're puttin' me right off!"

Here in the airship view we see, well very little. Check out those ants down there!



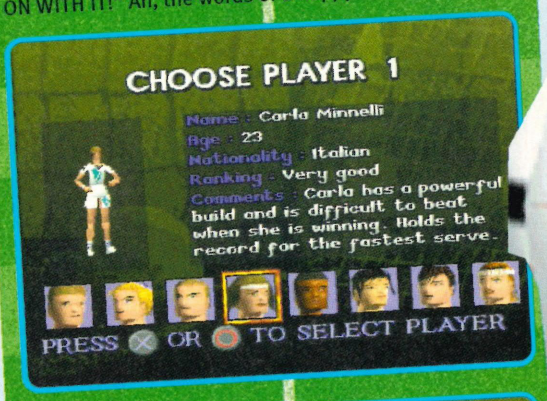
"Oi! Tight shorts, get the flip off court. Can't you see I'm tryin' to whack the ball!"

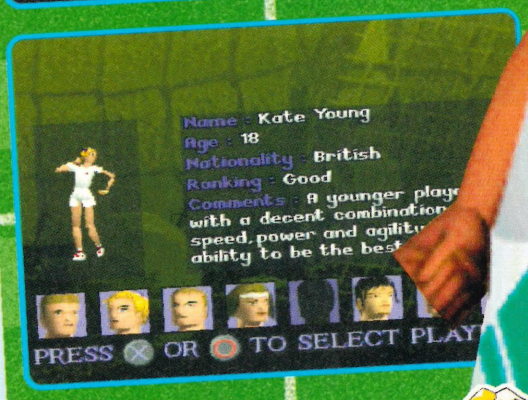


BY: OCEAN OUT: NOVEMBER PRICE: £44.95

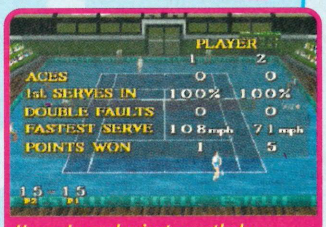
A PLEASURE TO BEHOLD!

Yes, I live to introduce character selection screens! Whether it be a beat-'em-up, a racing game or — as in this case — a charming tennis game. It really makes my day complete when I can use such classic phrases as "select a character from one of those available" or perhaps "from here the player can choose the character they want to control" and who could forget the now-famous "JUST PICK A SODDING PLAYER AND GET ON WITH IT!" Ah, the words of a happy writer...

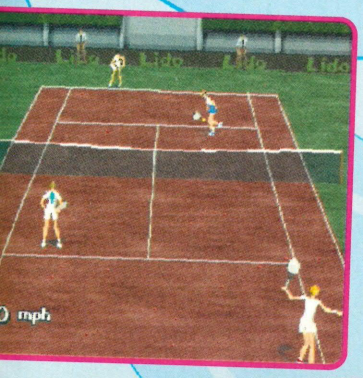




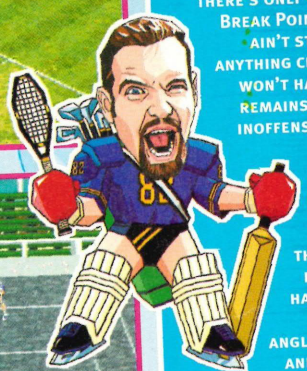
Look, fourplay! Aha-ha, chortle chortle, guffaw, etc, etc. Needless to say, this is tremendous fun. No, really.



Hmm, I wonder just exactly how many points I have scored? A statistics screen, you say? Excellent.

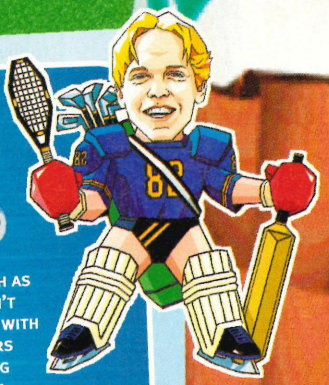


MATT COMMENT

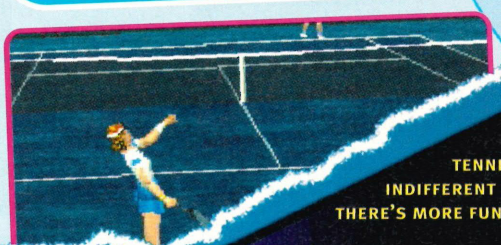


There's only one word to describe Break Point, and that's 'Fine'. It ain't stunning, it doesn't do anything clever, and it certainly won't have you hooked, but it remains 'Fairly Harmless' and inoffensive. I can't pretend to be very taken with it, but similarly don't feel compelled to murder it. It does what it does, and that's about it. The only real complaints would have to be that you can't fire off sharp enough angles to catch people out, and the CPU players get a bit selfish in doubles, but as a whole, it's just... uh, okay. And there you go. I thankyou!

STEVE COMMENT



I have to say I didn't play this as much as Sampras, but that doesn't mean I don't like it. The graphics are nice enough, with a varied variety of courts and players that are fairly realistic – but nothing special. Sometimes the speed leaves a little to be desired, but overall, not bad.



OVERALL

An adequate but uninspiring tennis game that leaves you feeling indifferent to its existence. In my opinion, there's more fun to be had punting apples over next door's fence. Have fun.

ALTERNATIVES

Davis Cup Tennis, Sampras Extreme Tennis or Hyper Tennis

75 SOUNDS

79 ANIMATION

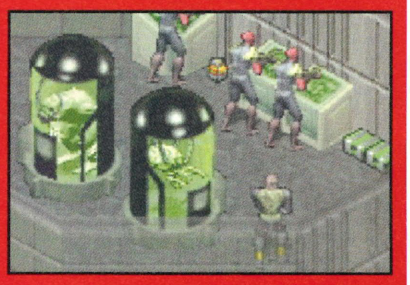
79 GRAPHICS

75 PLAYABILITY

75

CHEATS

What a stonking cheats page this is! Not only do we bust open Wipeout 2097, F1 and Die Hard Trilogy, we also come up with the goods on MK Trilogy and Final Doom too! Maybe that'll stop all you Doom callers picking up the phone! Remember, it's not always good to talk, AND THERE ARE NO SECRET LEVELS! What more can we say other than enjoy!



PROJECT OVERKILL

CHEATS

Konami's excellent gore feast gets the MMPlay tipping treatment this month, as we give you a few cheats that will make it a little easier.

LIFE REFILL

At any point during the game, pause and move over 'Review Mission.' Then hold Square and press Circle, X and Triangle. Then release Square and hold Circle. Then press Square, X and Triangle. Life refilled!

CLOAK MODE

Give yourself an invisibility icon (without collecting it!) and then walk about through the realms of the enemy levels without being detected. Pause the game and highlight 'Review Mission.' Press and hold Triangle, then press Square, Circle, Circle, Square. Release Triangle, hold X and press Triangle, Triangle before releasing X to give yourself the cloak.

SPEED UP

Again pause the game and highlight 'Review Mission.' Press and hold Up, and hit Triangle, Triangle, Triangle. Release Up, hold Down and press X, Square and Circle before releasing down.

RAGING SKIES

TIME EXTENSION

Just a little one this time. The reason we didn't do a review on this game is because it's rubbish and that's it. But there's always some poor sod who buys games like this, so for the benefit of you, here's a cheat to let you get a load more time to give you a better chance of completing the missions. During the length of time the game takes to load, press and hold L1, L2, R1, R2, Triangle, Circle, X, and Square and left on the pad. Now the clock will read 999 seconds. Ahh, who cares anyway?

wipEout 2097

WIPEOUT 2097

RACE WITH THE PIRANHA!

Imagine our surprise when the partnership of Mark Newstead and Mark Harvey rang and informed us that by mucking about with the passwords they have in fact found the code for the Piranha completely by luck! So, for being such jammy sods, we've decided to give them the tip of the month. Give us a call and we'll sort it all out. Oh, you want the cheat. From the Options screen select password and enter the following code: Square, Circle, Triangle, Triangle, Square, Circle, Circle, Circle, X, Circle, X, Triangle, Circle and Square. There you go. We now also know loads of other cheats, that don't require passwords... When you get to the race, craft and game select screen, press and hold Select, L1 and R1 and then press these codes:

X, X, X, X, Circle, Triangle, Square for the Piranha.

Triangle, Triangle, Triangle, Circle, Circle, Circle for the Phantom Class.

Square, Circle, Triangle, Circle, Square for access to all the tracks on any mode.

Then during the game, pause and hold Select, L1 and R1 again and press these:

Square, Circle, X, Square, Circle, X, Triangle for the Mini-gun! YES the Mini-gun!

Triangle, X, Square, Circle, Triangle, X, Square, Circle for infinite energy.

X, X, Square, Square, Circle, Circle, Triangle for infinite weapons.

Triangle, Square, Circle, X, Triangle, Square, Circle, X for infinite time.

HMV
KNOW HMV · KNOW GAMES

F1

ALL THE CHEATS!

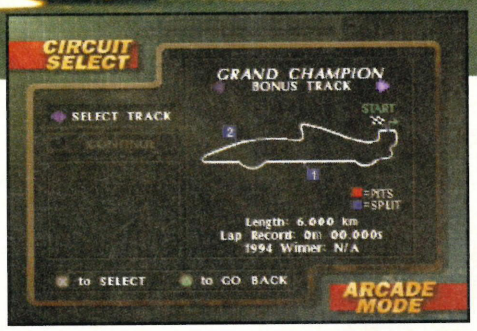
We've had a few snippets of stuff from various people about F1, but nobody provided all the tips other than Wayne Browning. Having been narrowly pipped to the tip of the month at the last minute he can still feel proud of his achievements. Here we go then:

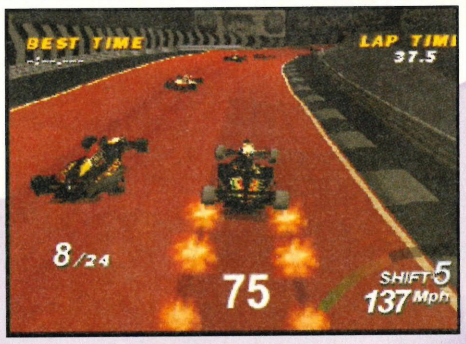
GRAND CHAMPION TRACK

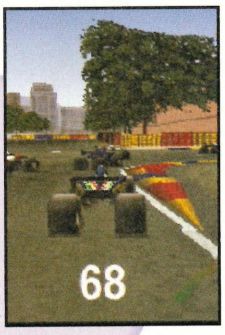
Choose the single race and then Arcade mode. Then, on the screen where you select either practice, qualify or race, hold down Select and press the following buttons: Left, Circle, Circle, Triangle, Triangle, Circle, Up and Right. A message should appear to tell you it's worked. Then start the race and abandon it. Return to the track select screen and the new course is there!

BUGGY MODE

Choose Ladder mode and then select Arcade. Again in the practice, qualify screen hold Select and enter this code: Right, Up, Triangle, Left, Up, Square, Triangle. Another message should appear.







LAVA MODE

Go to either Arcade or GP mode, select single race and wait on the familiar race, practice, or qualify screen and again enter this code with Select held down: Square, Circle, Up, Right, Right, Circle and X. Another message will appear to indicate when it's worked.

BIKE MODE

Select Arcade, then Championship and again enter a code on the practice, qualify and race screen. This time hold Select and hit Down, Up, Circle, Triangle, Right, Up, Square, Triangle.

GIBBERISH MODE

Again on the same practice/race screen hold select and press Left, Circle, Up, Down, Down, Right, Circle, Square, Square. This will make Murray talk in waffle — as if you could tell anyway.

NEED FOR SPEED

HAPPY NOW!

Finally we have been pushed too far! All these cheats people keep sending in, thinking that just because we haven't printed them we don't know them, have driven us into Need for Speed hell! So here is some more stuff we've been sent, just to please you. Morgan Jones is the person to thank for making us go mental.

MACHINE GUN

To get the machine gun, which throws players into the air when hit, start a one player game and either head to head or single race. Choose a driver as normal and as soon as you have selected the computer car press and hold L1, Up/Left, Square and Circle. Keep them held until the game starts and whenever you use the horn, the machine gun will fire.

LUNAR SPRINGS TRACK

First enter the password SPKSHC. Now choose any race option other than tournament and highlight the Rusty Springs. Hold Triangle, then L1 and R1 with Triangle still held down and Lunar Springs will appear.

WORMS

LEVEL CODES

Yeah so it's a while since this came out, but it still doesn't stop readers sending in their tips for it. Damien Raynor sent in some codes this month for you to try out.

OHSOEASY	BJORNPOP
STARTURN	REZDOGGY
LONG AGO	SATANICS
SCUMBAGZ	TRUTHOUT
GOGOGOGO	TRUMPTON
MIXTURES	INSANITY
UNCHIANS	DODGEMAX
HEYGEOFF	NEARDEAD
HEY JOHN	17THKIND
GOOD BYE	HIGHKICK
PIGSPACE	PARANOID
VERY MAD	GREATGIG

FINAL DOOM

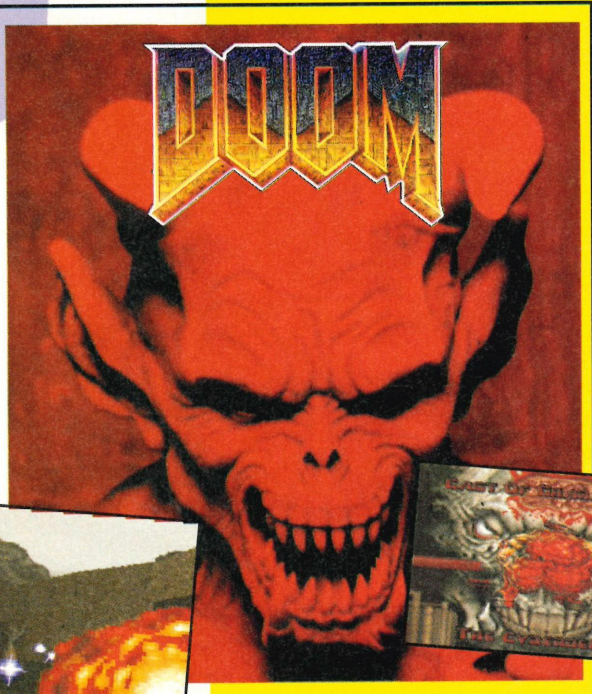
LEVEL CODES AND CHEATS

We've been inundated with letters giving us all of the Final Doom codes and cheats, with Justin McFarlane, A Tsehn (?), Jamie Walbraith, Craig Graham, Ben Allard, and G. Gardner providing some of the better batch of cheats we had. But, we're going to go with G. Gardner as he/she – how can we tell? – sent in the codes first. It's their fault if they're all wrong!

LEVEL 2: Y9OCDJLHVX
LEVEL 3: 3JJCMK8W64
LEVEL 4: Y9SJ3VRWWW
LEVEL 5: !DDSQ7J3!8
LEVEL 6: O4MSK2X921
LEVEL 7: YTTLCXXLXV
LEVEL 8: O9SMBYO4YW
LEVEL 9: 7KKBLDV53
LEVEL 10: FM4217GSGJ
LEVEL 11: H!!3WDGLDB
LEVEL 12: O7QPDW26WY
LEVEL 13: WLLTXOY!O2
LEVEL 14: RBR4G!LDLN
LEVEL 15: 2PTLCXXLXV
LEVEL 16: 548C7DFWYX
LEVEL 17: JOC89DZPQS
LEVEL 18: JGB9CTONRT
LEVEL 19: 9QLTKRO!O2
LEVEL 20: LM85X135BD
LEVEL 21: S!61FHVOJG
LEVEL 22: 33QHFTT6WY
LEVEL 23: VBGQPJ!446
LEVEL 24: ZYKTLW7V53
LEVEL 25: ODJSM4HW64
LEVEL 26: MDFOSB1BHG
LEVEL 27: ZDJSMVRW64
LEVEL 28: 1YKTX4QV53
LEVEL 29: J7K438DMNL
LEVEL 30: DJXo7Q4HTR

We also had the following cheats for this as well, as sent in by Jamie Walbrath. To activate these simply pause the game and press the following codes.

MAP ALL LINES: Triangle, Triangle, L2, R2, L2, R2, R1.
MAP ALL THINGS: Triangle, Triangle, L2, R2, L2, R2, R1, Circle.
FREE STUFF: X, Triangle, L1, Up, Down, R2, Left, Left.
LEVEL WARP: Right, Left, R1, R2, Triangle, L1, Circle, X.
X-RAY EYES: L1, R2, L2, R1, Right, Triangle, X, Right.
GOD MODE: Down, L2, Square, R1, Right, L1, Left, Circle.



CHEATS

HMV

TWISTED METAL

PASSWORDS

Another of those annoying games that you lot always send in cheats for. So, in an attmept to try and prevent anyone else sending in more tosh here are the tips:

1. Warehouse District
Circle, Triangle, Square, Circle, Circle.
2. Freeway
X, Square, Square, Circle, Triangle.
3. River Park
X, Triangle, Square, Circle, Square.
4. Cyburbia
X, Square, Triangle, Triangle, Triangle.
5. Rooftops
Square, Triangle, X, Circle, X.
6. Secret Level
Square, Triangle, Circle, Square, Square.

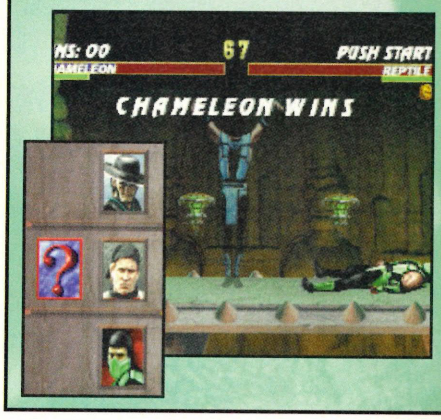
To fight everyone on the Rooftop at the same time:
Triangle, X, Circle, Square, Triangle.
For a fight for life enter:
Square, Triangle, Circle, Square, Square.
Invulnerability:
Square, Triangle, X, Right, Circle.
Infinite turbos and weapons:
Triangle, Right, Square, Circle, Circle.
Helicopter view:
Circle, Circle, Triangle, X, Right.

BLAM! MACHINEHEAD

LEVEL CODES

Here are a set of passwords to let you guide Miss Kimberly Stride and her, erm, assets through the various levels of Blam! Machinehead.

LEVEL 1-2 SQDZFO5TJJ
LEVEL 1-3 SA7210ZR7A
LEVEL 1-4 EPPGHOXWDG
LEVEL 2-1 154FHOD5BF
LEVEL 2-2 E94FHOLLKJ
LEVEL 2-3 MHLFHODTCM
LEVEL 2-4 ALLFHOXGPU
LEVEL 2-5 BDNJHOLLPU
LEVEL 3-1 55BGHOX1JK
LEVEL 3-2
E9GGHOJIQH
LEVEL 3-3
9FoJGOLZJD
LEVEL 3-4
SKAGHO9P4O
LEVEL 4-1
JJoBNN9FCM
LEVEL 4-2
EYWJHOP7BF
LEVEL 4-3
JQNFHoT7BF
LEVEL 4-4
7G9DAOMOCE
END
6H9DAOQJ2F



MORTAL KOMBAT TRILOGY

SECRET CHARACTERS

After scoring a whopping 92% last issue, we decided that you ought to know how to get all of the secret characters and how to access the various options. Are we good to you or what?

CLASSIC CHARACTERS

There are another four hidden characters to be had, and the good thing is that all you have to do is press Select over the relevant fighters. These are Jax, Kung Lao, Rayden and Kano. Their old alter-egos have all the old moves from when they first appeared in Kombat, a new fatality, and one of their old ones too.

KOMBAT ZONE SELECT

Another easy one this. Go to Sonya on the character select screen and press Up and Start. You'll hear a boom and the screen will shake. Now once you've selected your Kombatant, you'll be able to choose any of the zones you like. The Pit Bottom is our particular favourite.

SECRET KONFIGURE

Go to the options screen and you'll see that there's an unselectable box with a question mark in it. So, press and hold Up, L1, L2, R1 and R2 for one second. Again the screen will shake and the option can now be opened, where you can turn on one button fatalities and the like.

CHAMELEON!

Another secret character, who's a transparent fella who randomly morphs into any of the other ninja fighters already in the game. At the player select screen, highlight any ninja and then press and hold these buttons simultaneously: Away, R1, R2, Triangle and Square. Keep them held until the fight starts and you'll be in control of Chameleon!

DIE HARD TRILOGY

SKELETON MODE

Just a quickie this one, but at least it's pretty funny when activated! Start the Die Harder level (the Virtua Cop-like one), and then pause the game. Now Hold down R2 and press R1, Square, Triangle and Down. And there we are — all of the people should be skeletons. If that's too scary for you, simply repeat the code to get everyone back to normal. We also have a complete list of passwords for the game, but as there are far too many, here are just a couple to keep you occupied. ! means use a space by the way.

DIE HARD:

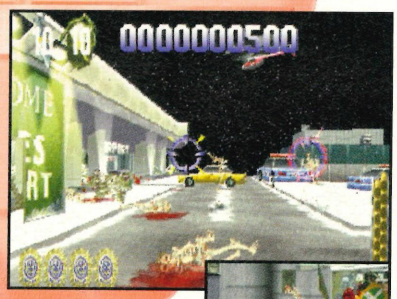
W82GN88TVSCFX
WCM79Q5PRZ!WC
FFPQQVWCFFPRQ
ZWCFFPQQVWCF

B42RJ498VGPC
7S8DVXY2P2NB5
8P2NBKB58P2PB
PB58P2NBKB58J

DIE HARDER:

8D142J28F1N6
JV38F1JJ3B8P
1N7BGCBSV46KV
78F1N6JV38F1J

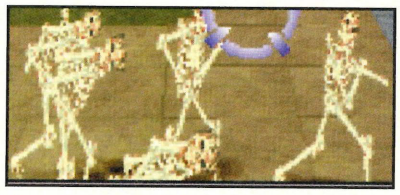
N1B58Y3N2JB1
85N2JHHXP2NZ
JB76LXXNV195
4N2JB185N2J

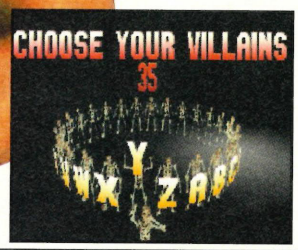


DIE HARD WITH A VENGEANCE:

8J24KV78K248
K248K262T228Y
249BLCXS3K66L
3996NV535LHKJ

9N24LMLG9N6NV
MBF9P6QJWBC9T
6NW8V2YX72L82
C89248C9MQZN





MEAN TIP OF THE MONTH!

As you may have read, this months prize is for our stunning WipEout tip, and it goes to the two Marks. If you fancy winning a prize like they did, send your fantastic cheats to DO NOT UNDERESTIMATE THE POWER OF LAGER, Hops Department, Mean Machines PlayStation, Priory Court, 30-32 Farringdon Lane, London, EC1R 3AU.

Tennis

Between Two People

Is A

Beautiful

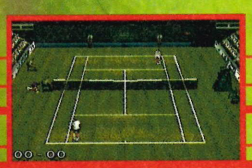
Thing

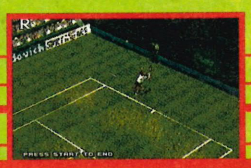
Between

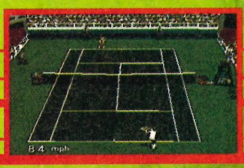
Eight

It's

Incredible.







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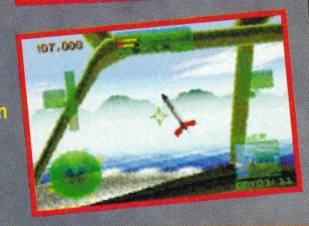
REVIEW

BLACK

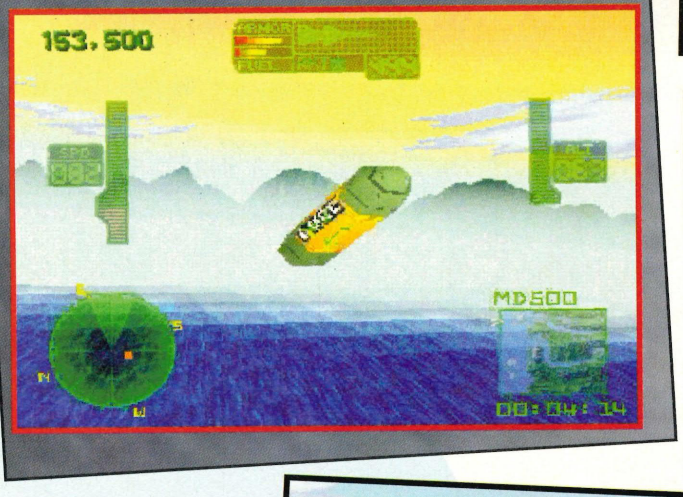
Last month we had the trouser expandingly good Soviet Strike, but now we have Black Dawn too. Is it better, or does it smell of poo and other stuff that falls out yer botty?

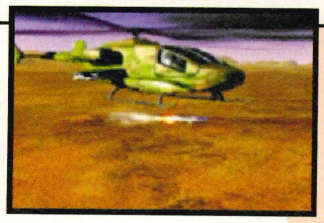
You know, mention a helicopter game to certain people and they go a bit mental. Not only are they known as (pft!) choppers, but they're controlled by a combination of (chortle!) column and (guffaw!) joystick. Now we know that you are way above that, so we'll have no gags of that sort in THIS review. Black Dawn is like Desert Strike – but in 3D. There's lots to shoot, loads of pick-ups, and some very sexy graphics indeed. In fact, this could be the game to topple Soviet Strike from its position as king of the heli-games. So without further ado, let's grab the joystick and make the chopper rise up. D'oh!



ENHANCE YOUR CHOPPER!

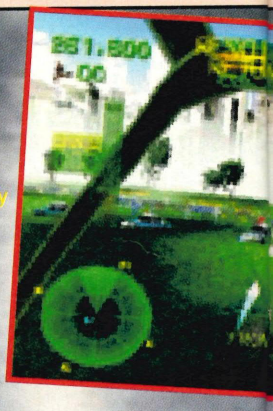
It wouldn't be a proper shoot-'em-up without a few power-ups, and here they are in all their glory. There are several different types of bonus, the most common being the extra missiles, rockets and bombs. Their colour shows how much 'extra' that the icon awards – blue being the least, red the middle-est, and yellow the most. Similarly, you can enhance your gun with a different power-up. In addition you can also get a wingman who'll fly around with you helping you complete your tasks.





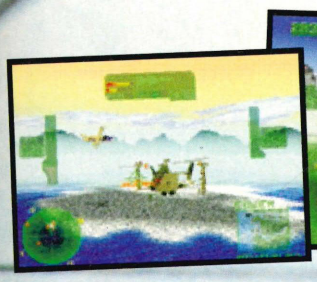
DON'T SHOOT I'M ON YOUR SIDE!

A few fellas you don't want to shoot are these blokes – they're on your side! They help you take out some of the nastier enemies and are all round good chaps. If you're feeling a bit evil you can kill them though, so that's all right then. It's probably better to leave them well alone though, because if there are some of your blokes about it's usually because without them you will get a serious botty kicking.



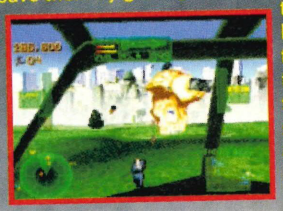
DAWN

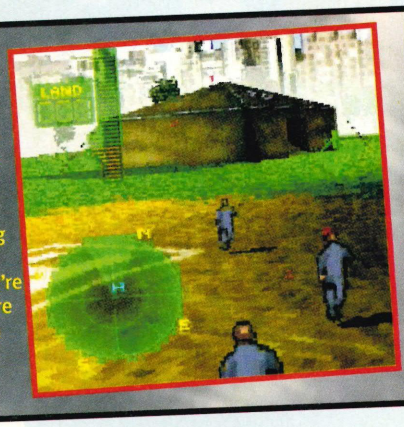
BY: VIRGIN OUT: TBA PRICE: £44.99



I NEED A MEDIC!

Just like in the Desert Strike games, sometimes you have to rescue people rather than kick their asses. Ranging from wounded GIs to students (why?), these blokes pile aboard your chopper, and it's up to you to save them by getting them to a landing zone where they can escape the battlefield. Good thing too, because look at the size of them. They're tiny! No wonder they're so scared. Luckily you can blow these guys up too. Hooray!

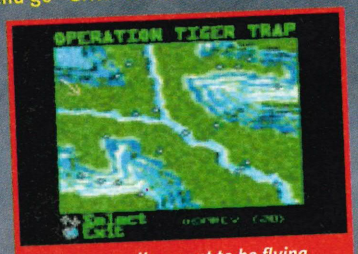




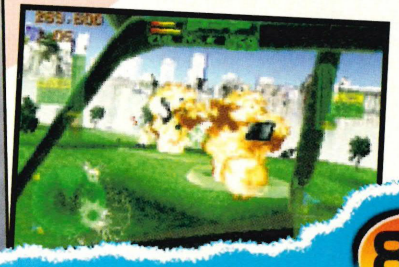
ON A MISSION...

Just like in Soviet Strike you get loads of different missions on each level. Mostly you need to blow something up, but sometimes you have to pick up discarded items or something like that. When one mission is completed and you have killed all the baddies, a load more appear. Arse! This makes some of the later missions really tough, so smear some boot polish on your face and go "Grrr!" to obtain the right military mood.

These two introductory map screens give you a brief indication of where...



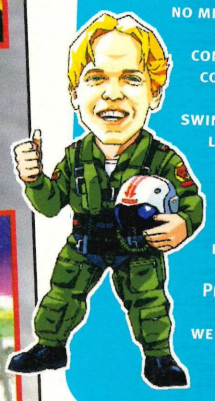
...you're actually meant to be flying over. Isn't that really interesting. Yawn!



Due to a very handy 'design error' I'm having to caption these all again. THANKS A LOT LUCY!!

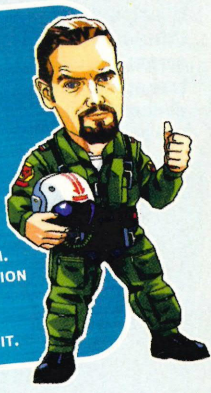
STEVE COMMENT

BLOOMIN' HECK, THIS IS A BIT TRICKY AND NO MISTAKE! EVEN ONCE YOU'VE GOT TO GRIPS WITH THE CONTROLS (WHICH ARE QUITE COMPLICATED) THE ENEMIES THEMSELVES ARE RIGHT SWINES. THIS GAME REQUIRES LOADS OF PRACTICE TO GET ANYWHERE, AND IT GETS EVEN HARDER AS YOU GO ALONG. HAVING SAID THAT IT'S JOLLY GOOD FUN ALL THE SAME, BUT IF YOU'RE A BIT OF A PLAYSTATION PANSY YOU'D BE BETTER OFF STEERING WELL CLEAR. EVEN IF YOU'VE GOT SOVIET STRIKE THIS IS A BIT OF A TOP GAME. NICE ONE!



MATT COMMENT

I HAVE TO SAY THAT I'M PLEASENTLY SURPRISED BY THIS! THE PREVIEW VERSION WAS GOOD, AND THIS HAS KEPT TRUE TO FORM. GRAPHICALLY, IT'S PRETTY GOOD AND THE ACTION IS ALWAYS HECTIC. HOWEVER, I DO HAVE TO AGREE WITH STEVE THAT IT CAN GET PRETTY DAMN DIFFICULT AT TIMES, WHICH CAN SPOIL IT.



OVERALL

A VERY NICE CHOPPER GAME INDEED, BUT YOU'LL NEED A NEW WIG EVERY FIVE MINUTES AS IT GETS FRUSTRATING. IF YOU'RE A TOP PLAYSTATION GAMER WITH A DEGREE IN MAKING EVERYONE ELSE LOOK CRAP, THEN THIS IS YOUR HEAVEN!

ALTERNATIVES
SOVIET STRIKE, THUNDERHAWK 2, AGILE WARRIOR

80 SOUNDS
81 ANIMATION
83 GRAPHICS
83 PLAYABILITY

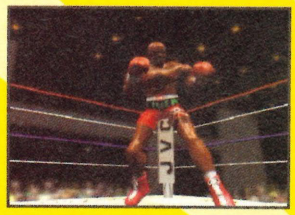
84

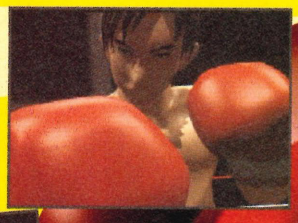
REVIEW

VICTORY BOXING '97

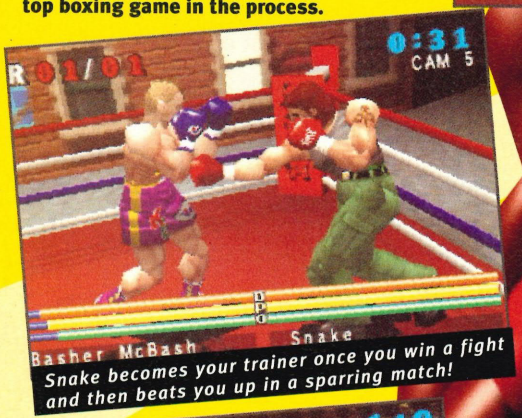
Recreate your own 'Judgment Night' at home courtesy of JVC and Victory Boxing. At least this one won't be pay per view, and you won't have to listen to Barry McGuigan squeak his way through all the fights!

Boxing. Can't see the point of it myself. Maybe if they were fighting over a lady, or one owed the other a couple of quid then it would be tolerable, but other than that... Wouldn't it be far more realistic if the ring was outside an Essex pub? You know, two blokes stagger out, spewing out some cobblers like 'what d'ya call me ya' poof,' before throwing a couple of air punches and falling over in the gutter and being bundled into the back of a taxi by one of their mates. Now that would be good. Admittedly it wouldn't make a great game but when you can get entertainment like that, who cares really. But alas, my dreams of 'Essex Fighter' will never materialise, and so Victory Boxing it is. It's already appeared on the Saturn earlier this year and received pretty good marks across the board. Our version has seen them tart up the graphics, make new rings and generally tidy it all up, hopefully making a top boxing game in the process.

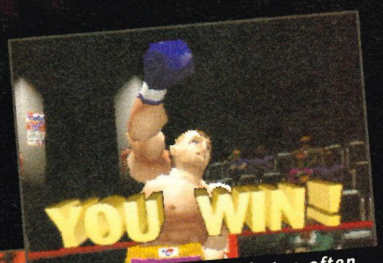




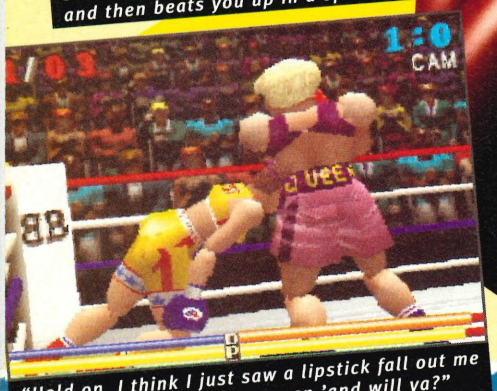
I AM THE MUSIC MAN, I COME FROM DOWN YOUR WAY, WHAT DO I PLAY? I...PLAY...THE...PIA, PIA, PIA-AN-O!



Snake becomes your trainer once you win a fight and then beats you up in a sparring match!



Don't expect to see this too often. At least not until you've practiced!



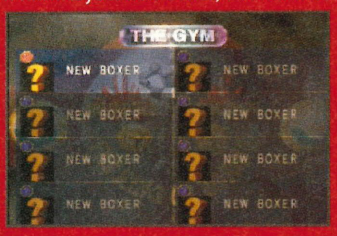
"Hold on, I think I just saw a lipstick fall out me handbag. 'Ere Shaz, give us an 'and will ya?"

BY: JVC OUT: DECEMBER PRICE: £44.99

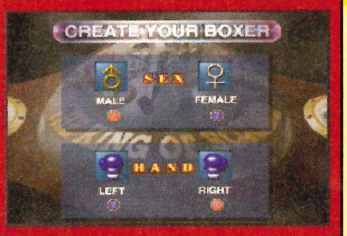
MEET BASHER MCBASH!

The great thing about Victory Boxing is that you can customise your own boxer however you like. He or she can have any one of ten preset heads, five trunk colours, variable height and weight and... tell you what, have a look at the rise of our very own MMPlayStation boxer, Basher McBash!

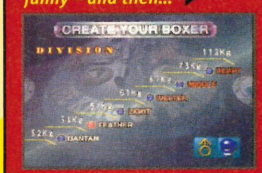
Before any fighters are made, you have to create a gym for your boxers to box under. So name your gym – and no Jim's Gym is not in the slightest way funny – and then...



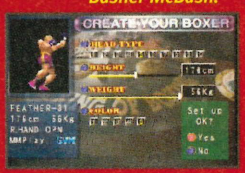
You can start to name a few boxers, and allocate them to your new gym. Select an empty space, and then you can start to create your very own Basher McBash.



Well do you want a rock 'ard bird, or a psychotic geezer? Choosing a male or female fighter makes no difference other than the bodies of the boxers as the women wear little crop tops! Ooer!



Then it's the weight of the boxer. The Bantam weight is for skinny people, whereas the Heavy weight is for pie-men. Begin at Light or lower to avoid pastings.



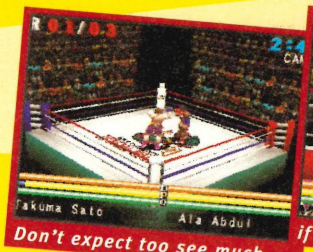
It's Ugly Bloke from TFI Friday! Choose a head, height, weight and trunks colour here. It's possible to have proper boneheads or chunkers if you want.

What are you gonna call him/her? The funniest thing we could come up with, well Tom Cox actually, was Basher McBash. Buster Gut was a close second.

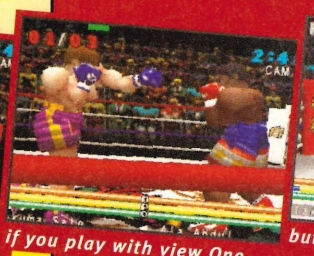
Finally, do you go for speed and no power, or someone who can last the fight, but doesn't pack much of a punch? The choice, as they say, is yours.

GOOD JOB YOU AREN'T WEARING A SKIRT!

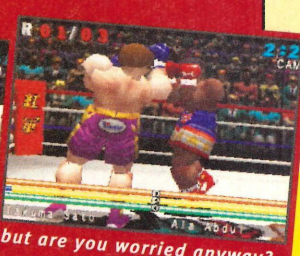
One view for a boxing game would be really dull, which is why the game features 12 of the little devils. You can hardly notice the difference when you flick between some of them and novelty value comes into play with others as they are so useless to fight properly with.



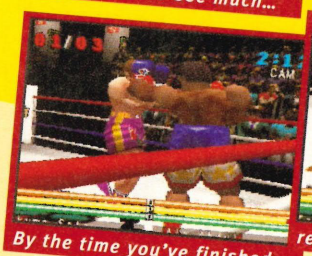
Don't expect too see much...



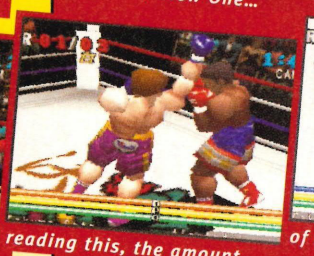
if you play with view One...



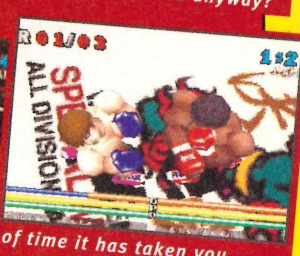
but are you worried anyway?



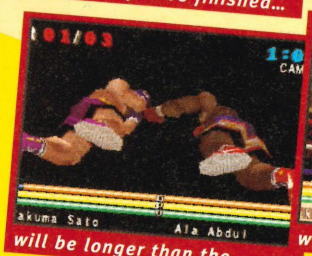
By the time you've finished...



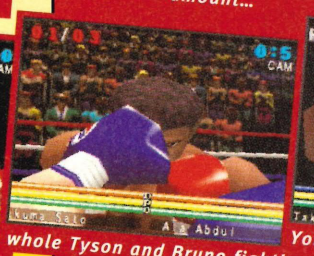
reading this, the amount...



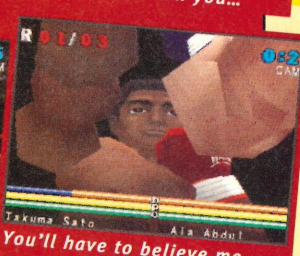
of time it has taken you...



will be longer than the...



whole Tyson and Bruno fight!



You'll have to believe me...

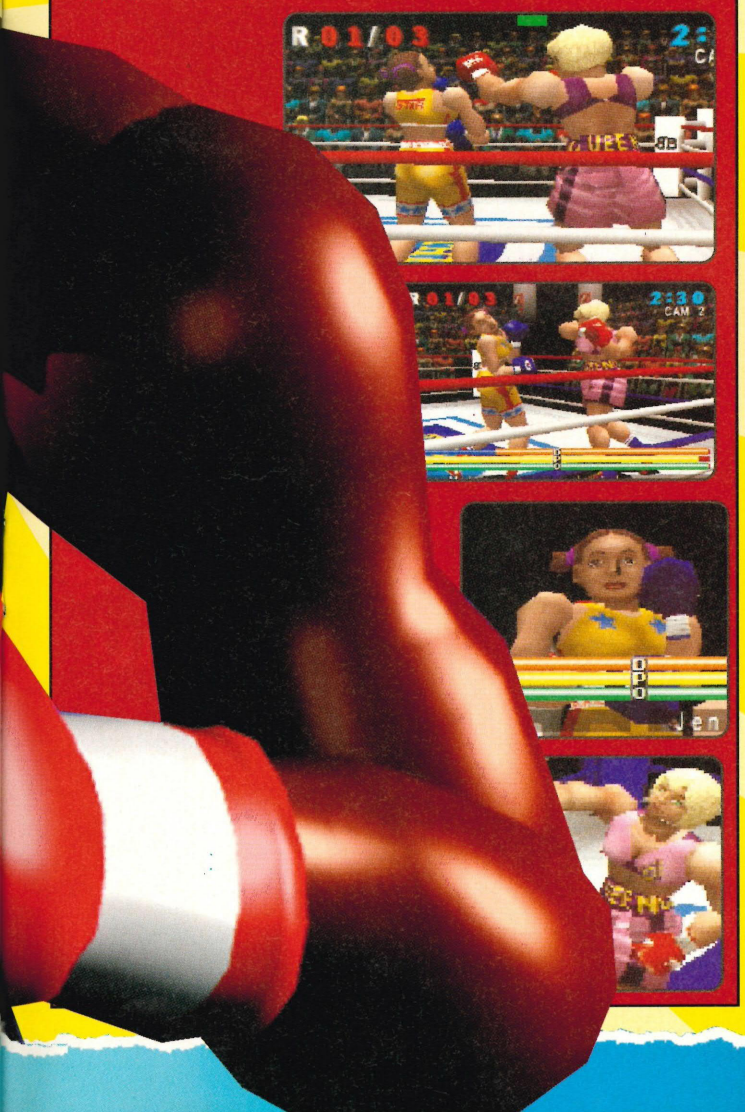
when I say that this looks a lot better running than still.

The incredible sticklebrick man is after you! How scary.

Ahh, last one. And I'll fill it with even more waffle. Ha!

PULL HAIR, SLAP AND SCRATCH!

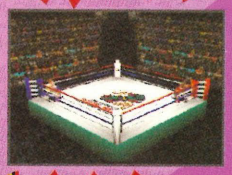
How often will you get to have a proper girl fight anyway? If you're a guy, then never which is why Victory Boxing gives you that very opportunity. Unfortunately, that headline was just a farce as there is not even a hint of slapping. More like uppercuts and left hooks if you ask me!



REVIEW

SECONDS OUT!

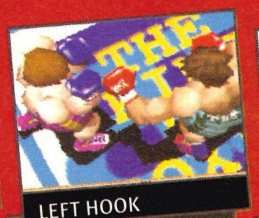
Where is the least likely place you'd expect to find a boxing ring? In the Pope's front room or in Mary Whitehouse's garage? Granted these are pretty strange, but VB also has a few weird ones of it's own. One cropped up in the middle of a forest, and another in the back alleys of some dingy gutter somewhere. The only thing that remains to be seen is where on earth is the bloke who rings the bell sitting?



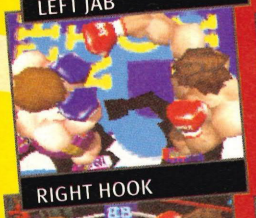
SOCK IT TO ME!

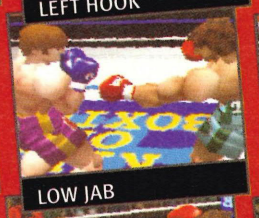
Kicking, although funny in boxing, is of course illegal. So when making a game like this they have to be careful not to restrict the number of punches to a bare two or three. Thankfully in this game, there is more than enough to keep you occupied, and as well as that, when you start winning bouts you'll gain a trainer, who teaches you one-two punches and uppercut combos. Cool.

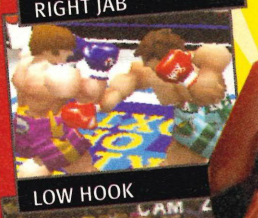
LEFT JAB


LEFT HOOK

RIGHT JAB

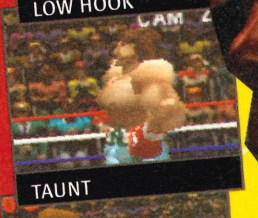

RIGHT HOOK

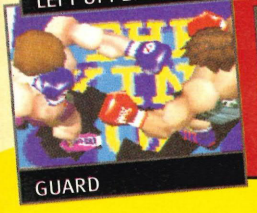

LOW JAB

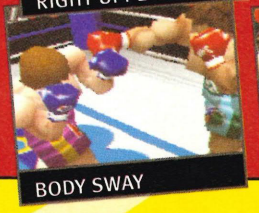

LOW HOOK

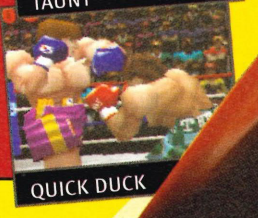
LEFT UPPERCUT

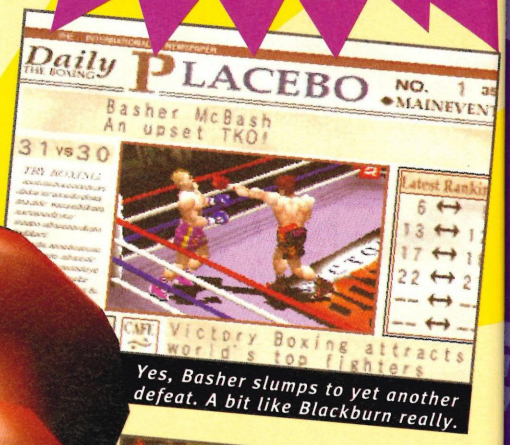
RIGHT UPPERCUT


TAUNT


GUARD

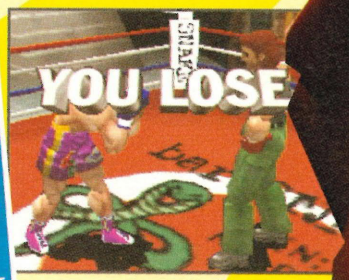

BODY SWAY

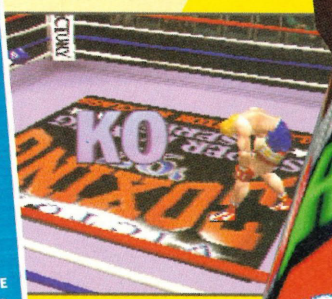

QUICK DUCK



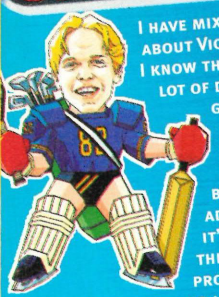
Yes, Basher slumps to yet another defeat. A bit like Blackburn really.

Lovely ladies! This is where Oz gets all excited and we run for cover!





STEVE COMMENT



I HAVE MIXED VIEWS ABOUT VICTORY BOXING. I KNOW THAT THERE'S A LOT OF DEPTH TO THE GAME, AND THAT ONCE YOU'RE IN IT THEN OPENS OUT TO BECOME VERY ADDICTIVE, BUT IT'S JUST GETTING THERE THAT'S THE PROBLEM. IT TAKES SO LONG FOR YOU TO BUILD UP A FIGHTER OF YOUR OWN THAT CAN GO THE DISTANCE THAT YOUR PATIENCE SOON WEARS THIN. THE GRAPHICS WORK WELL ENOUGH, THOUGH THE FIGHTING SEEMS A LITTLE SLUGGISH, BUT AS THE FIRST BOXING GAME IT'S A GOOD ATTEMPT AND FANS OF THE SPORT WON'T FEEL LET DOWN. NON-FANATICS MIGHT FIND THEY NEED MORE INSTANT REWARDS TO KEEP THEIR INTEREST.

MATT COMMENT

TRUTH IS, I'M NOT ENTIRELY CONVINCED BY VB. I KNOW THAT OUR STEVE IS FAMILIAR WITH THE GAME FROM HIS SEGA DAYS, BUT THE TIME IT TAKES TO GET INTO THE GAME (IE. DEVELOP A BOXER WORTH FIGHTING WITH) IS JUST TOO GREAT TO BE INTERESTING. THE FIGHTS ARE ALSO A BIT TOO SLOW FOR MY LIKING. HMM...

OVERALL

BEAR WITH IT, AND YOU'LL BE REWARDED WITH A FINE BOXING GAME. THE IMPATIENT AMONG YOU WILL BE THROWING IN THE TOWEL EVEN QUICKER THAN THE TIME IT TOOK TYSON TO DO OVER BRUNO. REALLY, IT DOES GET BETTER!

ALTERNATIVES

TRY BOXERS ROAD, BUT OTHER THAN THAT, TEKKEN 2 OR SF ALPHA.

86 SOUNDS

80 ANIMATION

83 GRAPHICS

84 PLAYABILITY

84

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SPECIAL

WIN WITH VICTORY BOXING AND MEAN MACHINES PlayStation

Bok! Biff! Smack! Tired of being kicked to pieces by Victory Boxing? Sick of that swelling around the eyes? Well, take five and enter our top compo because you could well become the proud owner of a state-of-the-art telly and video recorder!

Victory Boxing's one of them titles that's got us completely hooked, if you'll excuse the pun. Yep, its long term playability and nose-breaking addictive qualities have had us utterly knocked out! So to celebrate this title-winning er, title we've got together with our old sparring partners JVC and are giving away the following:

WHAT'S IN THE TELLY?

This TV and video combination boasts all kinds of things we don't understand like spatial surround-sound, widescreen modes and NTSC compatible. You'll be the envy of all yer mates when you hook this lot up to your Playstation!

1st Prize: A NICAM TV and Video recorder worth over a lip-splitting £1000!

KNOW WHAT I MEAN 'ARRY?

To win this awesome combination of goodies just answer the following multiple choice question:

What was Mohammed Ali's name before he changed it?
a) Cassius Clay
b) Simon Clays
c) Clay Fighter

Now simply write your answer on the back of a postcard and send it to the following address:

I'M TOUGHER THAN TYSON!
Mean Machines PlayStation
Priory Court
30-32 Farringdon Lane
London
EC1R 3AU

Please note: The closing date for entries is 13th December 1996 so get busy!

Five Runners-Up: A copy of Victory Boxing!

REVIEW

BROKEN

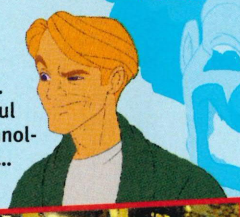
MEAN MACHINES PLAYSTATION RED HOT! BUY IT! BUY IT! BUY IT!

Since Discworld the stream of point-n'-clicky adventures has dried up. Well it had until now. Take up thy weapon and get questin' because the mystery that is Broken Sword is indeed upon us! Spooky!

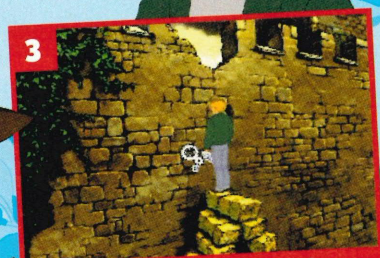
You know how it is, one minute you're on holiday, strolling down Margate pier with yer mom an' dad, the next a bomb goes off and you're embroiled in a mystery that'll change your life forever. Well, maybe not, in fact the words 'bloody' and 'unlikely' spring to mind! For one, it's normally weeing it down and the most you see of your holiday resort is through the net curtains of some dodgy mobile home. Adventure as well is normally not of the Indiana Jones variety as you meander down the lamp lit lanes of Prestatyn. A dodgy hot-dog and a beating from the locals is probably as 'Temple of Doom' as it's gonna get. Good job for Broken Sword then. To horse my wee friends...

HOW DO THEY DO THAT!

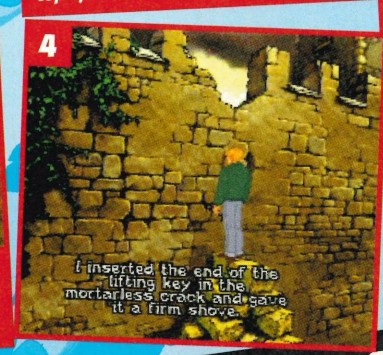
First it was Des, then it was that Holmes fella and now it's MMP's turn to tell you EXACTLY how they do it in Broken Sword. 'Tis a wonderful thing this technology stuff innit...

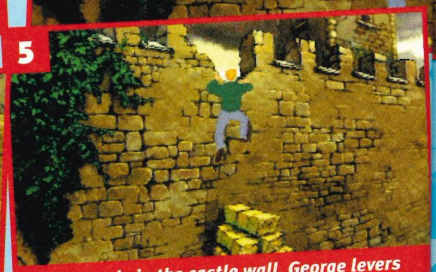


Our George reaches the summit of the castle wall, but is unable to reach the top of the battlements. D'oh!



Fortunately, George is carrying a thin lump of metal – as you do – which he inserts into a crack in the wall.



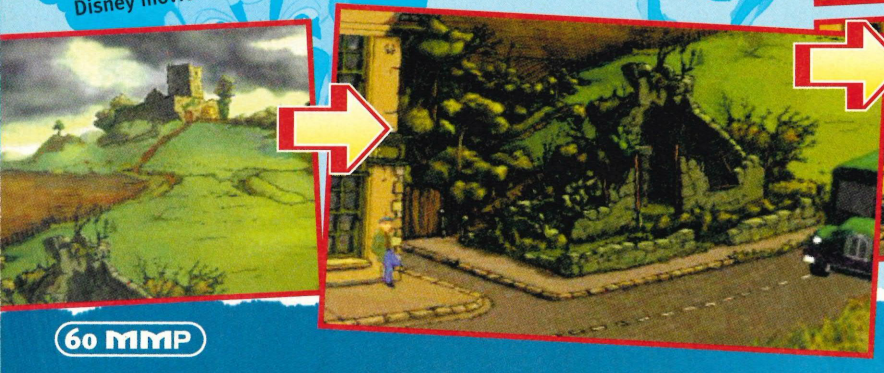


Once steady in the castle wall, George levers himself up on the metal bar, can make the top of the wall and gain entry into the castle. Simple huh? Well, no not really it took ages!

As intro scenes go Broken Sword's is rather nice. Yes, you've got yer eyes on the same thing ol' Georgie boy has 'aven't you! Pppphhrrr!

ANIMATION SENSATION!

Apart from the sheer depth of the plot and the in-game animation, BS features some amazing cut-scene animations. They blend in completely with the game style and add that extra bit of depth to the story. Honest it's just like playing a Disney movie without that dumb duck and mouse combo!



BY: SONY OUT: NOVEMBER PRICE: TBA

SWORD

I TAKE YOUR POINT!

What clicky-pointy style game would be any use without those all-important action icons that maketh things happen. Broken Sword works with both the mouse and the trusty pad, although it has to be said that BW is best played with the squeaky rodent thing. Anyway, let us tarry no longer and have a butchers at exactly what they do...

COGS
If George has to operate either a single item or in conjunction with an item already collected, then a little click on the Left mouse button makes it so.

WALK
Follow the arrow and you'll walk this way as Run DMC might be heard to utter in a rap type style-e! You know the one I mean, yeah with Aerosmith (yuk!)

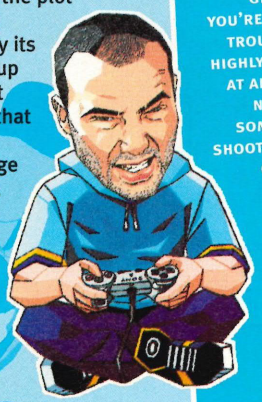
MAGNIFYING GLASS
On many occasions Boy George will need to take a very close look at things indeed, the eye-glass allows our hero to do just this. How sweet!

MOUTH
Fancy being friendly and having a chat? Well, all you gotta do is move the cursor onto another character and it'll turn into a mouth icon.

PICK-UP
Nothing to do with late night bars or going on the pull, this just lets George pick-up items and use 'em!

MOVE-OFF SCREEN
Beckons our George to either move off-screen or move to a previously undiscovered area of the screen.

JACK-AN-ORY!



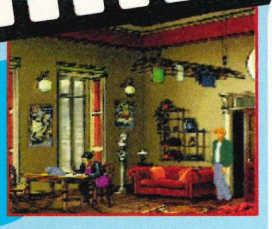
To say too much about the plot of Broken Sword could potentially ruin the way its story gradually opens up and consumes you. But you can at least know that you play the part of American tourist, George Stobbart. Poor George, after getting himself knocked about in a cafe bomb blast, then gets thrown headlong into the world of the Knights Templar and strange events that took place many hundred years previous. To uncover all the answers, you'll have to point-n'-click George all over the globe, dicing with danger, scuffing his shoes and generally costing him alot of US dollars on air-fares! fares.f the old expense account!

SIMON COMMENT

BE CAREFUL PLAYMATES BECAUSE IF YOU GET INTO PLAYING BROKEN SWORD YOU'RE GOING TO HAVE A GREAT DEAL OF TROUBLE PUTTING IT DOWN EVER! IT'S HIGHLY ABSORBING, BEAUTIFUL TO LOOK AT AND BRILLIANTLY STRUCTURED. IT'S NEVER GOING TO BE AS INSTANT AS SOMETHING LIKE A BEAT-'EM-UP OR A SHOOTER, BUT THIS SHOULDN'T PUT YOU OFF BECAUSE THE PLOT IS SO VERY INTRIGUING THAT AS IT OPENS UP YOU GET IMMERSED IN THE SAME WAY AS A MOVIE DOES. BROKEN SWORD'S NEVER GOING TO SET THE WORLD ON FIRE LIKE A NAMCO ARCADE TITLE WILL AND LESS PEOPLE AS A RULE LIKE THIS STYLE OF GAME. BUT IF YOU'RE ONE OF THOSE PEOPLE WHO GETS THE WILLIES ABOUT ROLE-PLAYING GAMES, DON'T WORRY THIS GAME'S EXCELLENT AND WILL KEEP YOU HOOKED UNTIL YOU UNCOVER THE MYSTERY IN FULL! I SAY BUY IT NOW OR SUFFER!

IT'S GOOD TO TALK...

...And Broken Sword takes full advantage of this fact because every line of dialogue has been acted out by er, thespians – of a sort 'cos there's a couple of dodgy accents floating about. However, in general, although the volume of spoken text is vast, it works to great effect, adding that touch more atmos-phere than yer average role-player.



BEEN AROUND THE WORLD...

An adventure isn't a 'real' adventure without your heroes having to trek miles and miles just to find some piece of old junk that'll dramatically alter their lives! Broken sword is no different, except that because it's set in modern times George can just hop on a jet and be in Paris, Spain or Ireland in a matter of hours – well, as long a time as it takes the CD to spool the info into the PlayStation's huge brain!

STEVE COMMENT

I LIKE THIS. IN FACT, I LIKE THIS A LOT. EVER SINCE I MANAGED TO PLAY MONKEY ISLAND ON THE PC, I HAVE TAKEN A FANCY TO POINT-AND-CLICK GAMES, AND THIS GRABBED ME IN THE SAME WAY. IT HAS AN AWESOME STORYLINE THAT REALLY DRAWS YOU IN, AND THE GRAPHICS ARE SUPERB. VERY NICE INDEED ME OLD MATEY!

OVERALL

A CLASSY GAME THAT'S FULL OF MYSTERY AND SUSPENSE. WHETHER IT'LL APPEAL TO YOUNGER GAMERS IS ANOTHER MATTER, BUT THERE'S CERTAINLY NO DISPUTING THAT BROKEN SWORD IS A TOP GAME .

ALTERNATIVES
DISCWORLD, BLAZING DRAGONS AND THAT'S YER LOT.

91 SOUNDS
90 ANIMATION
91 GRAPHICS
90 PLAYABILITY

90

REVIEW

"Pitball. Loosely based on basketball." you say. Loosely being the word. Considering that there are no nets, no tall men with hands bigger than my head or no size 16 canoe trainers, I reckon loose is a fair assumption!

Pitball

How would you go about describing Pitball? What about a cross between the miners revolt and Chernobyl? Genetically mutated beings who are a bit peeved about their 'pits' closing, hence their desire to run around throwing a ball into small holes, while beating the plop out of each other. Not exactly the most realistic excuse to make a game. Erm, how about a cross between Speedball – remember that? – and NBA Jam. Slam dunking nutters who like nothing better than throwing a ball into small holes while beating the plop out of each other. Maybe!

FLIPPIN' ORB-TASTIC MATE!

A game like this wouldn't be the same without a quota of special moves. You can do some basic stuff like charge up the ball and perform air attacks, but the real beauties are when you collect the orbs. The small, cross-looking objects shown in the shot are what you need to look for. Collect three of those, and then press Triangle, Triangle, L2 when you have the ball to begin the attack. Basically, what they do is wipe out all of the other team and their stash of orbs, and then give you a 100% dead cert score. And at three points a time, they're not to be sniffed at!

DIAL-A-PIZZA, RING-A-MATE!

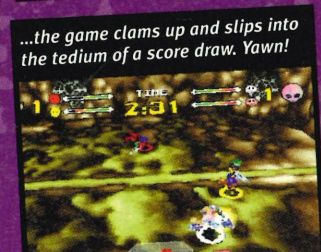
The major selling point for Pitball is that it's a multi-player game. With up to four competitors playing simultaneously, it means there are plenty of opportunities for you and a gaggle of mates to have a night in, playing with your Pitballs. As if you don't do enough of that already.

The action begins and straight away Funk and Jazz are in trouble...

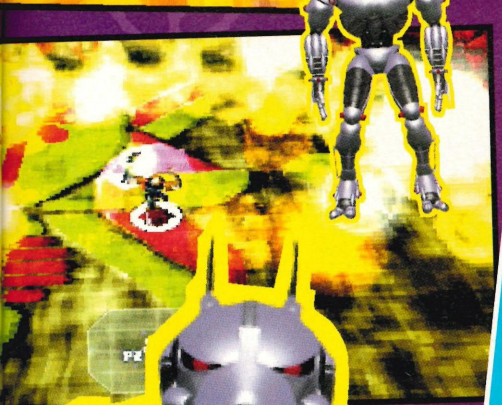
...oh dear, they're one goal down already. "Funk this," they say...

...and go and stick one in the ol' onion bag, or hole in wall. Then...

...the game clams up and slips into the tedium of a score draw. Yawn!

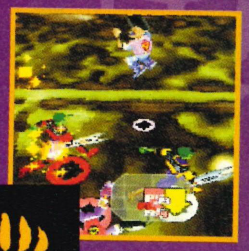


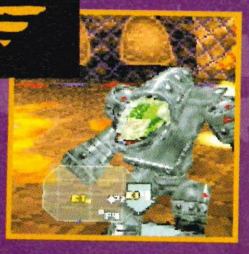
BY: WARNER OUT: NOVEMBER PRICE: £44.99



SCORING WITH EASE!

Unfortunately we didn't mean with the birds, we meant the game. The harder ways you find to stick the ball in the goal, the better looking your score will become. For a standard shot, you get one point, if you get a rebound shot that's two points and the super goal using the orbs gives you three. That is why using the Practice Mode, where it gives you a grid showing the angles is good for learning where to throw the ball up against the wall. It's all a bit like playing that Kirby game!





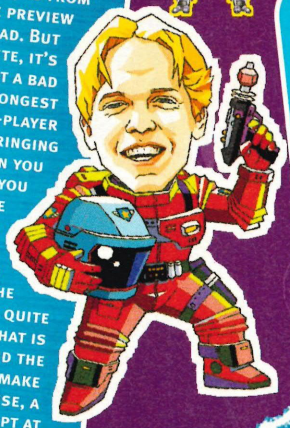
MAN CITY! NO CHANCE!

It took six weeks for someone to have the bottle to come forward to manage Man City, but all it takes is five seconds to sign up to be a boss in this game. Pitball also has a management side to it, to enhance the one player game in case rent-a-mate couldn't send you out any friends this week. You can be player-manager or a straight sit-on-the-sideline-geezer, as you buy and sell, bribe and train your team in the hope they can make it to the top division, earning fame and fortune in the process.

As the match progresses, the invisible crowd will throw items into the arena. The First-Aid box – shown below – is always helpful, as are the Orbs and Gravity Boots.

STEVE COMMENT

I MUST ADMIT, THAT I DIDN'T HAVE VERY HIGH HOPES FOR THIS GAME, AS FROM WHAT I HAD HEARD, THE PREVIEW VERSION WAS PRETTY BAD. BUT NOW IT IS COMPLETE, IT'S ACTUALLY TURNED OUT NOT A BAD GAME. OBVIOUSLY ITS STRONGEST POINT IS THE MULTI-PLAYER ELEMENT, AND IF YOU LIKE BRINGING YOUR MATES ROUND, THEN YOU WON'T BE DISAPPOINTED IF YOU DECIDE TO BUY IT. THE ONE PLAYER WON'T LAST AS LONG HOWEVER, BUT THE MANAGEMENT PART HELPS TO ERASE THAT SLIGHTLY. ON THE DOWNSIDE, IT CAN BE QUITE CONFUSING TO SEE WHAT IS GOING ON SOMETIMES, AND THE BALL IS DIFFICULT TO MAKE OUT. OTHERWISE, A CREDITABLE ATTEMPT AT THIS STYLE OF GAME.



MATT COMMENT

HAVING SUFFERED THE DISMAL SUPERSONIC RACERS, MULTI-PLAYER GAMES WEREN'T HIGH ON MY 'MUST PLAY,' LIST. BUT THIS HAS RESTORED SOME FAITH. IT'S A TOP LAUGH WITH SOME MATES, BUT I DO AGREE WITH STEVE WHEN HE SAYS THE VIEW IS CONFUSING. NOT A BAD EFFORT.

OVERALL

THE ONLY GAME OF ITS TYPE ON THE PLAYSTATION, AND IT FILLS THE GAP IN THE MARKET PRETTY WELL. LOTS OF LIFE WITH THREE TO FOUR MATES – WHICH IS TO BE EXPECTED, BUT NOT AS INTERESTING FOR THE LONERS. NOT BAD AT ALL.

ALTERNATIVES

ANY PUT BALL IN GOAL GAME.

84 SOUNDS	79 ANIMATION
81 GRAPHICS	86 PLAYABILITY

82

REVIEW

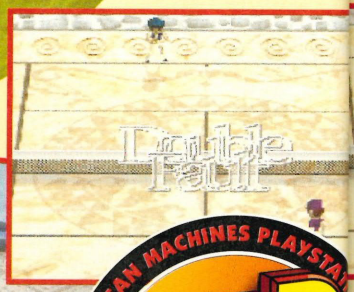
SMASH COURT Tennis

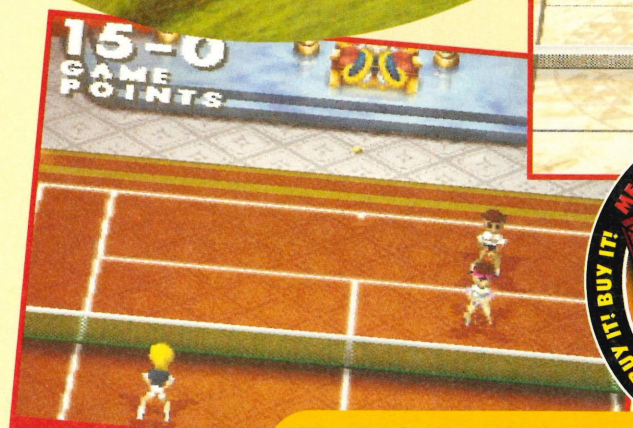
With so many tennis games out there at the mo, I'm considering popping down Mr. Byrite's and kitting myself out in his '84 sports collection! Right, to court my friends, let's find out if Smash Court's got what it takes...

Tennis is a serious game and that's a fact. You've only got to look at what's gone on in recent years to realise that. Remember that time that nutter jumped on court and embedded a piece of sharp metal into the back of Monica Seles? And who can forget when that chap Navratilova defected from the then communist state of Czechoslovakia to the good ol' United States of kiss my ass – probably not many of you, but it illustrates the point so let me continue. Yes, the point is that just like real tennis, computer tennis games are deadly serious, but not anymore 'cos Namco's Smash Court Tennis is decidedly on the silly side. But enough of my waffle, join me on court for a good old thrash...

OOH ME NUTS!

Tennis is a more dangerous game than you'd think, I'll tell you! In Namco's rather light-hearted look at the world of tennis it's not just the yellow balls that take a whacking. Indeed, when your little racquet swinger mistimes his shot and gets too close to the incoming ball you'll see them keel over in agony after taking a shot right to the differentials. The only thing we can't understand is why the girl characters crumble to the floor. I suppose you only have to glance at ladies tennis.

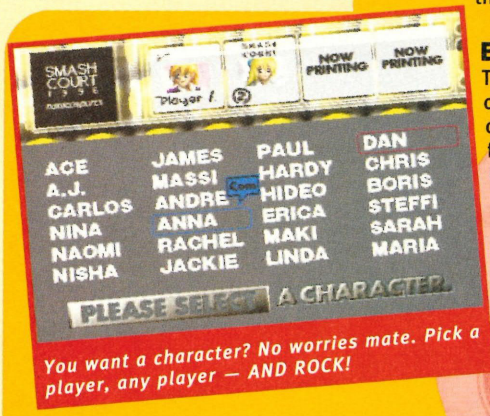




The doubles can be taken seriously, or as a complete laugh!

TENNIS THE MENACE!

Smash Tennis gives you a wide variety of options to consider. So before you lace up yer trainers and head for the nets let's take a look at what's on offer...



You want a character? No worries mate. Pick a player, any player — AND ROCK!

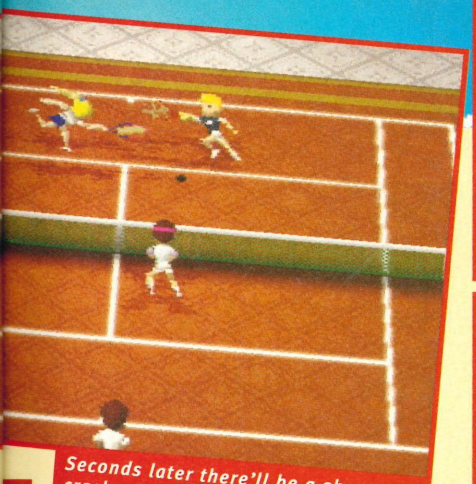
EXHIBITION MODE

This allows you to play against any of the 24 characters, in a singles or doubles confrontation, or even better still, get up to four mates – if you've got that many – for multi-tap doubles action. Top fun.

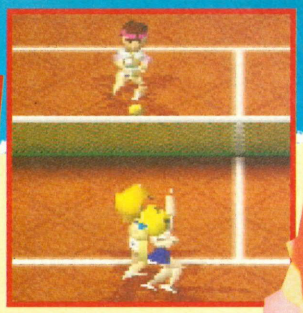
TENNIS CLUB MODE

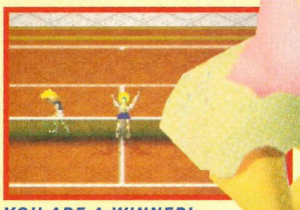
This lets you take part in one of four leagues against computer controlled characters. When you first take to the world circuit you'll start as a humble rookie, but as you develop that forearm (ahem) there're three other divisions to climb. Beat these and you'll get nasty letters from four of the toppest of top players offering you out for a scrap of the tennis variety.

BY: SONY OUT: DECEMBER PRICE: £44.99

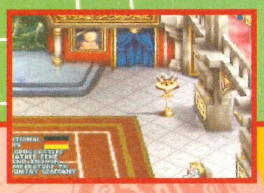


Seconds later there'll be a sharp crack as heads collide. Ouch!





YOU ARE A WINNER! A glorious victory.



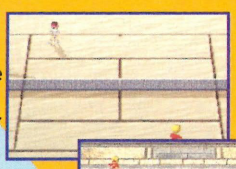
A bit sparse, I know, but it has potential...

DO IT YOURSELF

The whackiest aspect of Smash Tennis is your ability to build a custom court. Basically what happens is, before you go on court, your PlayStation asks you to choose a prize you'd like to win if you beat your opponent. They're all a bit silly like Pacman umpires and cheerleaders – not Pacman obviously — but once you've won 'em, they're yours to gaze at forever, how sweet!

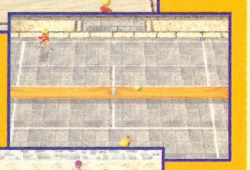
COURT IN THE ACT!

On a worldwide tour of the globe you can choose one of ten courts to compete on. They all have there own unique characteristics that makes play slightly different and their own comedy moments. Let's join Sue Barker on court...



I LOVE TAHITI

Holiday frolics in the sunshine of Tahiti. This one's a clay court with a high bounce and dancing girls to boot. Remember the factor 26 especially if you're a stingy bear – that's code by the way!

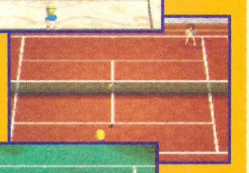


MAGIC THAILAND

Here in the far-east you battle it out on a hard court with an especially high bounce. Get your shot right and you could find yourself sounding the gong that sits in one of the corners! Hari-rama and all that!

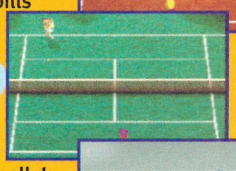
AEGEAN HOLIDAY

On yer hols in the Greek islands you compete on a marble like surface surrounded by Grecian buildings and quacking ducks.



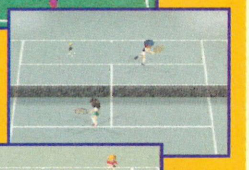
MEDIEVAL GERMAN CASTLE

Inside the grand hall of a Bavarian castle you play while some fat German baron watches. Whack the ball too hard and the waiter spills fatty's ale – top slapstick comedy ahoy!



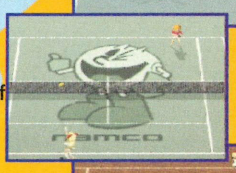
NATURE TRIP TO CANADA

Out in the woods the grass is a little longer and so the pace rather slower. Look out for the bear at the top of the screen and check out the animation as he wipes his bum on a passing rabbit – not really!



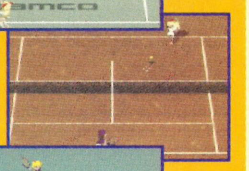
NAMCOURT TOKYO

Here in Japan things are a little more serious as you enter the Namco open. Set indoors, out of the rain, the Namco open takes place on that astroturf false grass stuff



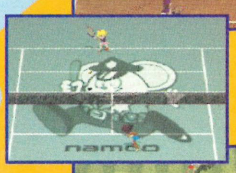
NAMCOURT USA

The Rocky open is set in the good ol' US of A. Just to make things really off putting you have to try and play tennis on a giant Pacman – not easy!



NAMCOURT FRANCE

Bonjour garcons! Here in La belle France we plays le tennis on a rather slow clay court just round the back of the tower Eiffel!



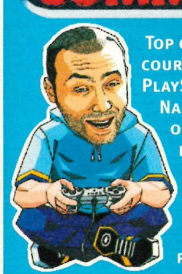
NAMCOURT AUSTRALIA

The Kangaroo open takes you out to Oz (not our design guru) to compete in the sweltering heat of the outback. If push comes to shove then turn that racquet into a pan and set the barby up!

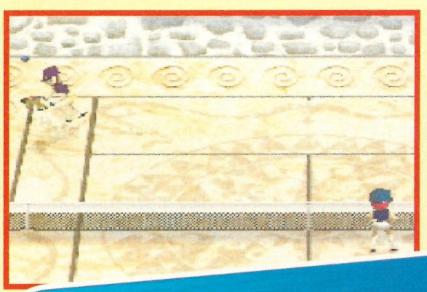
NAMCOURT ENGLAND

Yes, here in blighty we only play on lovely soft grass. Unfortunately, grass makes the ball travel low and fast, so it's no real tea break on er, Tea Break court – as Namco call it!

SIMON COMMENT



TOP CUTESY FUN COURTESY OF THE PLAYSTATION'S BEST MATE NAMCO. THOSE OF YOU OLD AND WITHERED ENOUGH TO REMEMBER THE SUPER NES VERSION WILL RECALL EXACTLY HOW ADDICTIVELY PLAYABLE THIS GAME IS. OKAY, SO IT'S A GAME THAT'S NEVER ATTENDED THE PLAYSTATION SCHOOL OF FANCY GRAPHICS, IN FACT IT GOT SENT TO THE REMAND CENTRE FOR CRAP GRAPHICS! BUT THIS IS COMPLETELY UNIMPORTANT 'COS THE GAMEPLAY IS BLINDING. THOSE OF YOU OBSESSED BY VISUAL EYE-CANDY TAKE NOTE, SMASH COURT TENNIS IS ONE OF THE SIMPLEST, YET BRILLIANT GAMES TO DATE – AWESOME! MR. BYRITE HERE I COME!



MATT COMMENT

REGULAR READERS WILL KNOW THAT UP UNTIL NOW I'VE BEEN TOUTING FOR SAMPRAS EXTREME TENNIS AS FAR AS TENNIS GAME RECOMMENDATIONS GO. HOWEVER, I MUST SAY THAT — WITH FOND MEMORIES OF PLAYABLE SNES GAMES GONE BY — SMASH TENNIS HAS WELL AND TRULY GRABBED ME. EXCELLENT FUN AND EXTREMELY PLAYABLE. ONE FOR THE LESS SERIOUS.

OVERALL

A SIMPLE YET TRULY BRILLIANT GAME THAT WILL ENGROSS PLAYERS FOR YEARS TO COME. ONCE YOU MASTER THE SHOTS, EXPECT TO BE PLAYING THIS ONE FOR MANY YEARS – IN FACT, THERE'S A CHANCE THE COWS MAY NEVER COME HOME!

ALTERNATIVES
BREAKPOINT TENNIS, SAMPRAS EXTREME, DAVIS CUP TENNIS

85 SOUNDS
83 ANIMATION
78 GRAPHICS
93 PLAYABILITY

90

REVIEW

1UP

DISRUPTER

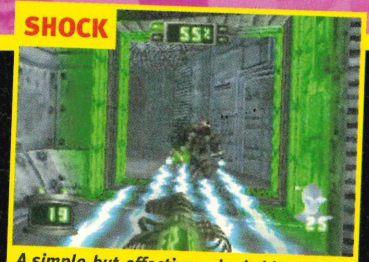
Doom clones, eh? They come, they go, and why the publishers bother, nobody knows! But, every now and then, someone gets it right, and then there's much laughter and rejoicing. Time, methinks, to raise your glasses...

PlayStation and Saturn owners have Tekken and Virtua Fighter to argue over, Super NES and MegaDrive owners have Mario and Sonic to worry about, and PC users... well they've got more 'mature' concerns. I mean *is* Doom better than Dark Forces, or is Dark Forces better than Doom? Ah, a tricky one. Doom has all the action but no real direction, while Dark Forces is more mission-based and has a purpose. And d'you know what, I think the makers of Disruptor were aware of this argument, because they've tried their very hardest to bring us the best of both worlds. Yes, there's tons of action, weapons and baddies, BUT it's still held together with missions and a story line (via some commendable FMV scenes). You're a young trooper working through training to missions to promotion. Along the way you'll gain psionic implants to enhance your mental abilities, and find more weapons. Unfortunately, so do the bad guys...

ESTA COMPLETEMENTE BABIDO!

In case you're wondering, that means "He's completely mental!" (but, considering I gave up my Spanish night classes after eight weeks to drink beer instead, it could very easily mean "Can you show me the way to the post office" so I wouldn't try it on holiday). Anyway, mental abilities is the name of the game (well actually no, it's Disruptor, but you know what I mean) as physical weapons are in too short a supply to be relied on alone. You start with no mental powers, progress to simple shock and heal skills, and end up armed to the brain like Uri Geller! Ah, if only there were fork monsters to bend...

SHOCK



A simple-but-effective psionic blast that only works up close. FRAZZ!

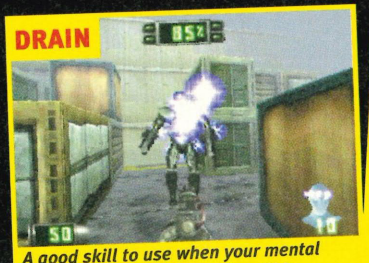
BLAST

This uses tons of psionic energy, but inflicts tons of damage and leaves behind energy clouds to collect and use again.

HEAL

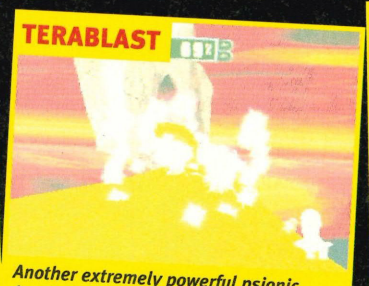
Quite often you'll have to sacrifice psionic powers to restore physical strength. Never mind — better alive and brain dead than dead, eh? Just look at Oz.

DRAIN



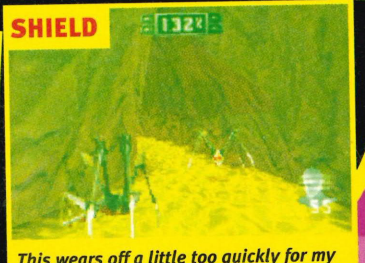
A good skill to use when your mental powers are low as, not only will it weaken opponents, but it'll also increase your psionic levels.

TERABLAST



Another extremely powerful psionic bomb that can even blast through doors. Leaves energy balls behind for your to top up with!

SHIELD

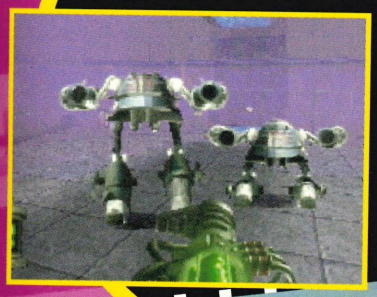


This wears off a little too quickly for my liking, but is handy for situations where you enter a room filled with armed baddies. Turn it on and get stuck in!

BY: INTERPLAY OUT: NOVEMBER PRICE: £44.99

GRRRRRRRRRRRRRRRRRRRRRRRR!

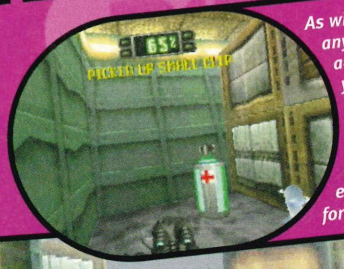
Many and varied are the inhabitants of the levels found in Disruptor. Though many are mindless beasts just looking for their next meal, it doesn't take too long before you're up against gun-wielding, intelligent humanoid mutants out to impress their mates with some human artifacts (and by that I mean kidneys, ears and fingers!)



MATT COMMENT

I MUST SAY I'VE BEEN PLEASANTLY SURPRISED BY DISRUPTOR. THOUGH HARDLY THE MOST ORIGINAL GAME EVER, IT DOES MANAGE TO KEEP YOUR INTEREST IN THE STORY (WITH THE OBLIGATORY TWIST AT THE END) AND VARIES THE MISSIONS ENOUGH TO KEEP THINGS MOVING ALONG NICELY. THE INCLUSION OF PSIONIC WEAPONS ADDS INTEREST, WHILE THE GAME LOOKS AND FEELS VERY GOOD WHEN MOVING. I CAN'T SEE THIS TOPPING THE CHARTS, BUT IT'S A FINE TITLE AND WELL WORTH A PLAY!

Changing between psionics and weapons couldn't be easier. Open the pull-down menus and select away!



As with any good action game, you are going to get hit. Fortunately, you can just collect these energy packs for a boost.

STEVE COMMENT

THE QUESTION YOU ARE ALL GOING TO WANT TO KNOW IS IF THIS IS BETTER THAN DOOM OR NOT? WELL, NO IT ISN'T. BUT IT'S STILL A SMART GAME IN ITS OWN RIGHT. THE LEVELS ARE BEAUTIFULLY DRAWN AND THE PSIONIC WEAPONS ARE A GOOD IDEA. IN FACT, IT'S AN ALL-ROUND GOOD GAME. BUT NOT ORIGINAL ENOUGH FOR RED HOT!

OVERALL

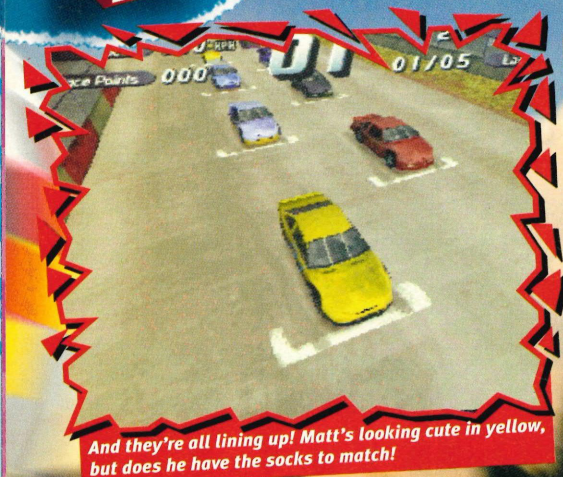
A TIDY LITTLE PRODUCT THAT, WHILE NOT LIKELY TO BLOW YOUR SOCKS OFF, WILL KEEP YOU ENTERTAINED AND CHALLENGED ENOUGH TO WARRANT PURCHASE. PRETTY TOUGH IN THE LATER LEVELS, AND WELL-DESIGNED. NICE.

ALTERNATIVES
DOOM, ALIEN TRILOGY AND FINAL DOOM

80 SOUNDS
81 ANIMATION
86 GRAPHICS
87 PLAYABILITY

82

REVIEW



And they're all lining up! Matt's looking cute in yellow, but does he have the socks to match!

Sadly, though pedestrian spectators line each track, you can't actually kill them. Bring back Die Hard!

Thanks to the awesome power of the PlayStation, you can enjoy the action from all sorts of camera angles.

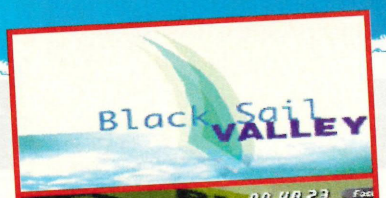
DESTRUCTION DERBY 2

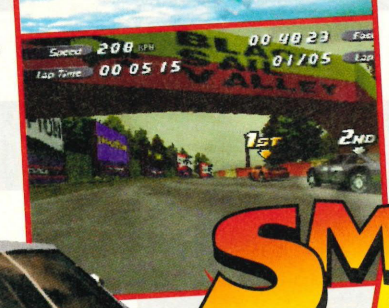
It's back! Yes, one of the original PlayStation games that dazzled the public and industry alike gets a brand new coat of paint. Buckle up and prepare for DD2!

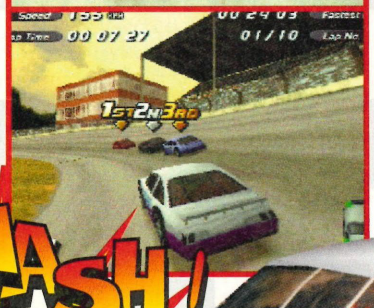
Right, let's get one thing clear: the word is "Dar-bee" not "Der-bee" okay? Just in case there was any confusion, I wanted to be sure that, rather than sounding like some arse American that calls a tomar-toe a tomay-toe, or a lee-ver a leh-ver, the word is — most definitely — pronounced with a strong "ah" in the middle. Anyway, now I've got that off my chest I feel ready to talk to you about the game in question. Destruction Dar-bee, er... Derby, was one of the first batch of PlayStation games I ever saw, and though it was undoubtedly damn good fun, the racing section was a farce and the longevity was highly questionable. Well the good news is that that's all changed: there're more tracks, more cars, and — thankfully — there's much more 'game' to be had!

BORN TO BE WILD!

The team behind the DD sequel have spent some serious time improving the racing element of the game. Whereas the original was far too frustrating due to the tight track space and unreasonable crash reactions, the new tracks are wide, well designed, and bloody good fun to burn round!







SMASH!

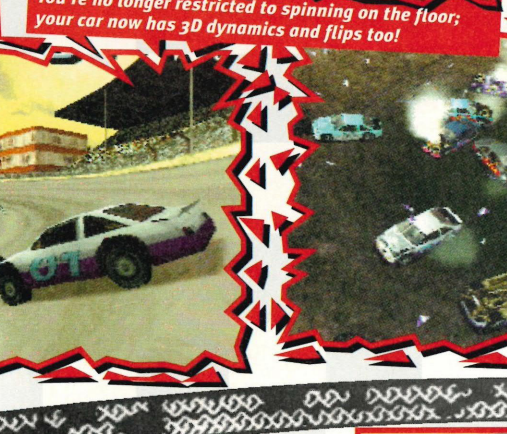
NOW THAT'S GOTTA' HURT!

Thanks to some clever programming and some wicked track designs, your next crash is quite literally just around the next corner! As well as straight forward collisions (now with new improved 3D crash dynamics!), ramps on the tracks lead to spectacular mid-air prangs and as for the bowl events... well, let's just say that you WILL be making use of the replay function!

EGADS! The bowl starts with one almighty collision, as all the competitors meet in the middle with a BOK!

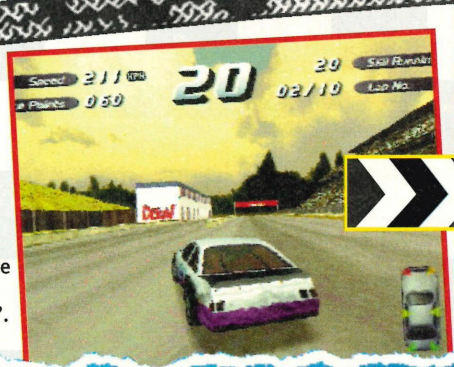
You're no longer restricted to spinning on the floor; your car now has 3D dynamics and flips too!

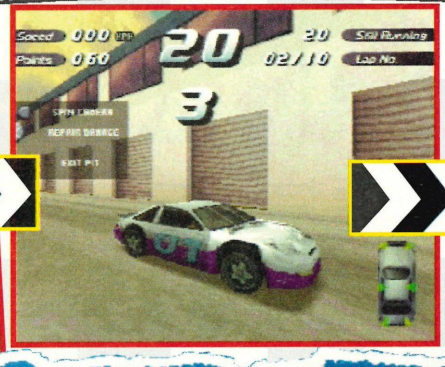
SPRANG! Cop this little lot up your bumper, poo-face! Oh yes!

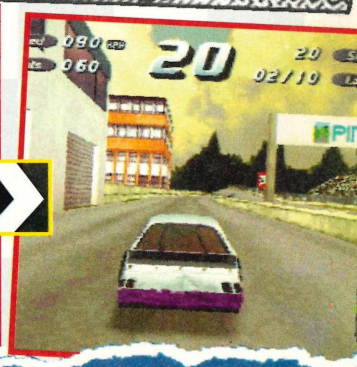


IT'S THE PITS MAN!

Many of the tracks now have pitstops. Play in Stock Car mode and you can stop as many times as you want (sacrificing time) while Wrecking Racing lets you in just once. In the lane you have five seconds to spin the car and bang out as much damage as pos'.



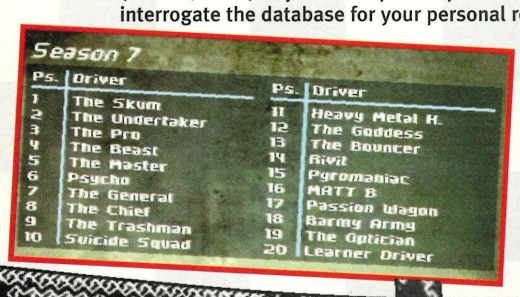




REVIEW

STATISTICS AHOY!

There are tons of statistics to examine should you feel the need to quibble over numbers! As well as keeping a breast (chortle, snort) of your championship and league position, you can also interrogate the database for your personal results (including how many you managed to kill). Cool.

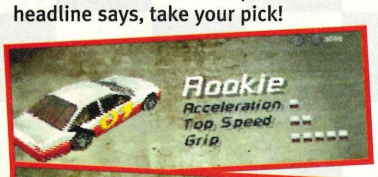


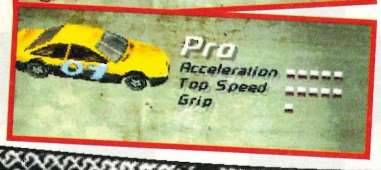
THOSE VITAL STATISTICS

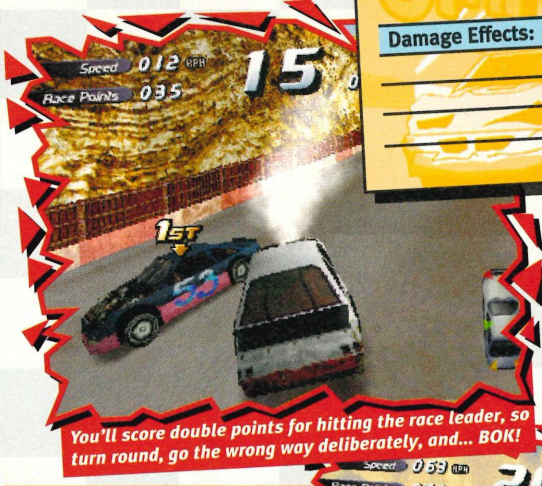
	DD1	VRS	DD2
No of tracks:	6		7
No of bowls:	1		4
Maximum track length:	1/4 miles		2 miles
Track features:	Crossovers		Crossovers
	Squeeze		Squeeze
			Tunnels
			Banked Corners
			Hills
			Humps
			Jump Ramps
			Twist Jumps
			Pitstops
Polygons per car:	112		254
Debris:	Metal		Metal
			Wheels
			Bonnet
			Boot
Crash dynamics:	2D collision (spins)		3D dynamics (spins, rolls, flips)
Damage Effects:	Smoke		Smoke
			Sparks
			Flames
			Engine exposed

TAKE YOUR PICK!

As with the original Destruction Derby, there are three cars on offer: the rookie car, the amateur and the pro. Like the headline says, take your pick!







You'll score double points for hitting the race leader, so turn round, go the wrong way deliberately, and... BOK!

Just look at the lovely rendered track we didn't get to use properly!

MATT COMMENT

DD2 IS A MASSIVE STEP ON FROM THE ORIGINAL GAME. THE GRAPHICS, CRASH DYNAMICS AND 'FUN-FACTOR' HAVE ALL BEEN GREATLY IMPROVED, AND THE RACING SECTION OF THE GAME IS NOW A WORTHY PART OF THE PROCEEDINGS (I ONLY REALLY GOT INTO THE BOWL SECTIONS IN DD1). CHAMPIONSHIPS — CULMINATING IN A BOWL TOURNAMENT AND UNCOVERING THE HIDDEN TRACKS ALONG THE WAY — ADDS DIRECTION TO THE GAME, BUT YOU MAY STILL FIND THAT, AS WITH THE ORIGINAL, THE LASTING APPEAL DOESN'T, ER... LAST ALL THAT LONG. DAMN GOOD FUN, NONE THE LESS!

STEVE COMMENT

YES! I LIKE THIS. ANY OLD EXCUSE TO SMASH UP OLD BANGERS IS FINE BY ME, AND COMPARED TO THE FIRST ONE, THIS ROCKS! LOADS MORE TRACKS AND BOWLS (AND ACCIDENTS!) FOR YOU AND YOUR MATES TO PLAY THROUGH, AND THE MULTI-PLAYER GAMES ARE TOP. A RIGHT OLD LAFF AND A REALLY ENJOYABLE GAME TO PLAY!

OVERALL

A BRILLIANT GAME THAT HAS ONLY MISSED THE RED HOT SCORES DUE TO QUESTIONABLE LONGEVITY. EXCELLENT FUN AND A GOOD 'TEN-MINUTE MUCK-ABOUT' GAME. NOT ONE TO BE IGNORED, BY ANY MEANS.

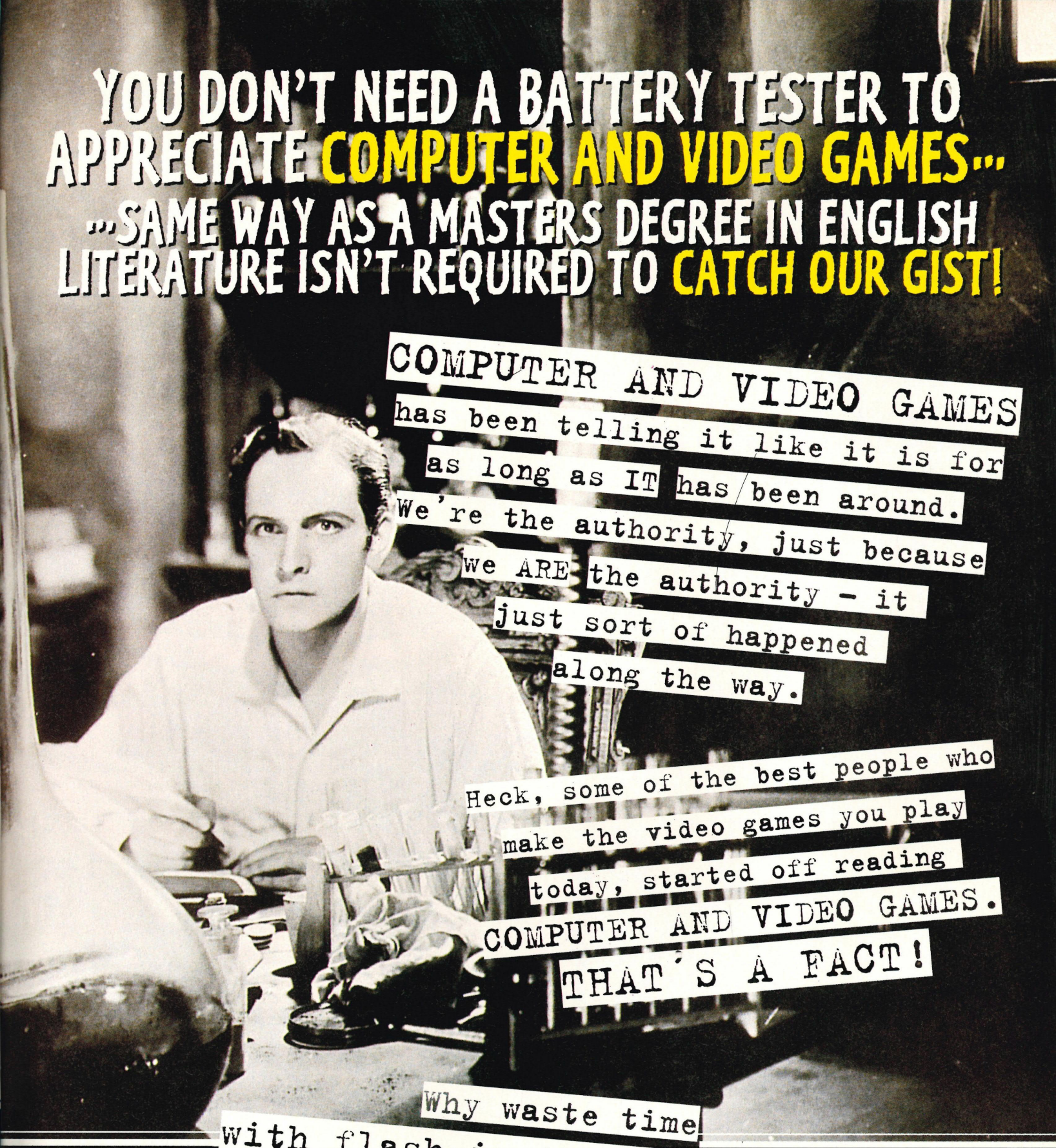
ALTERNATIVES
IMPACT RACING.
THE NEED FOR SPEED.

93 SOUNDS
93 ANIMATION
93 GRAPHICS
91 PLAYABILITY

87

YOU DON'T NEED A BATTERY TESTER TO APPRECIATE COMPUTER AND VIDEO GAMES...

...SAME WAY AS A MASTERS DEGREE IN ENGLISH LITERATURE ISN'T REQUIRED TO CATCH OUR GIST!



COMPUTER AND VIDEO GAMES has been telling it like it is for as long as IT has been around. We're the authority, just because we ARE the authority - it just sort of happened along the way.

Heck, some of the best people who make the video games you play today, started off reading COMPUTER AND VIDEO GAMES. THAT'S A FACT!

Why waste time with flash-in-the-pan substitutes, when you can have the real thing. THE ORIGINAL.

ISSUE ON SALE NOW!

computer and video games

REVIEW

2UP

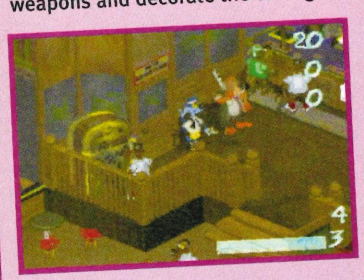
ISL FIRO & KLAWD

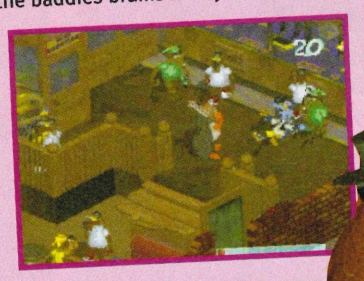
It's Firo and Klawd, they're two of a kind. Klawd stinks and Firo's got a big behind. Never mind their personal problems though – they're on the case of a gang of nasty crims! Go! Go! Go! Crimebusters!

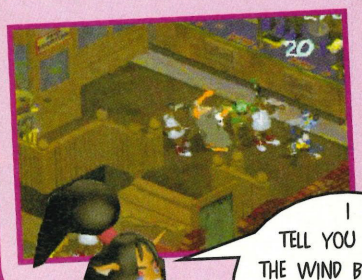
Yes, the PlayStation's first interactive buddy movie has arrived. Firo and Klawd are a pair of gun totting anthropomorphs (ask yer dad!) who are on a mission to bring a huge counterfeiting racket to justice – usually by shooting the crap out of anything that moves. Don't be fooled by the cutesy cartoon graphics, because this game is about as far from Crash Bandicoot as you can get. Punching, kicking, shooting, swearing... Firo and Klawd get up to it all. Due to the non-linear game design you can choose which way you send the nutty pair, and by the time you reach halfway through the first level you can send them into their local. Hurrah!

BIFF! OOOF! BOK!

As well as the Operation Wolf style levels, some levels in Firo & Klawd require you to put your guns away and (as PJ & Duncan might say) "rumble". Here the shoot and grenade buttons are swapped for punch and kick. Sadly there are no combos or finishing moves, but what do you expect, eh? Mind you, once the ruck has started why the boys don't just get out their large weapons and decorate the ceiling with the baddies brains is beyond me?



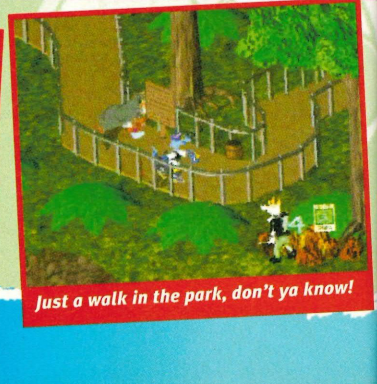




I'LL SHOW YOU MY GUN...

For a cat and a monkey Firo & Klawd certainly have a lot of weapons. Firo starts off with a macca shotgun and Klawd has a catapult, but they can pick up power-ups to make killing everyone even more pleasurable than usual. These include machine-gun ammo, shotgun ammo, grenades, rockets and bouncy bullets. Watch out though, as if you're not careful you can kill yourself with the explosives and bouncy bullets. Doh!

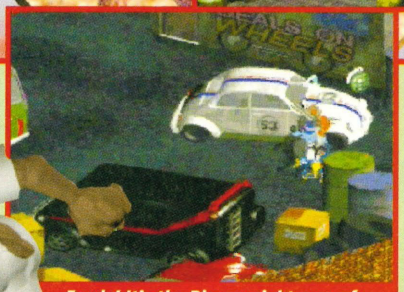
"Don't jump guys!" Tsch.



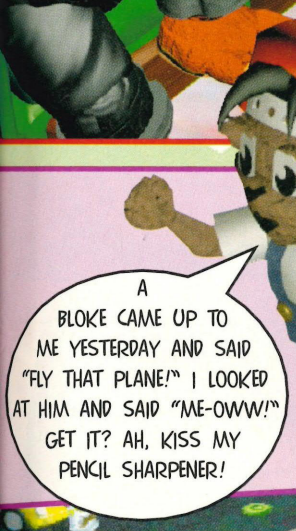
Just a walk in the park, don't ya know!

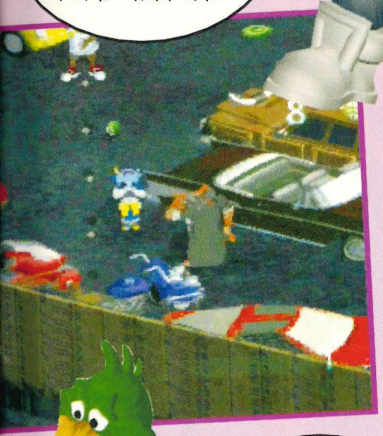
BY: BMG OUT: NOVEMBER PRICE: £44.99

Er, 'ave you got any of them whotsits? You know, the nice juicy fings wiv da pips!



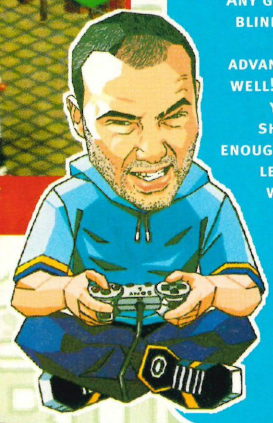
Egads! It's the Disney nightmare of yesteryear — Herbie, the love bug!





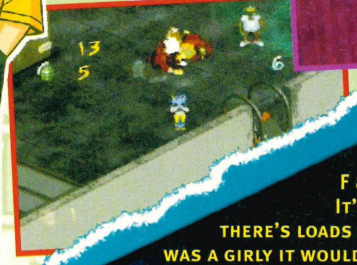
SIMON COMMENT

ANY GAME IN WHICH YOU CAN SHOOT BLIND GRANDADS IS OK BY ME, BUT FIRO & KLAWD HAS GOT THE ADVANTAGE OF BEING A BIT GOOD AS WELL! ALTHOUGH MOST OF THE TIME YOU ARE JUST RUNNING ROUND SHOOTING EVERYTHING, THERE'S ENOUGH SUBTLE VARIATION BETWEEN LEVELS TO MAKE IT WELL WORTH WHILE. IT'S ALSO NICE TO SEE A GAME THAT DOESN'T TAKE ITSELF TOO SERIOUSLY FOR ONCE. SO, IF YOU'RE HUNGRY FOR PUSSY (AND ORANGUTAN TOO) THEN FIRO & KLAWD IS THE SHOOT-'EM-UP FOR YOU. HOWEVER, BEAR IN MIND THERE IS NO SAVE GAME AND IT'S FLIPPIN' TOUGH.



WOLF IT!

In some stages of the game Firo & Klawd changes into a simplistic Operation Wolf/Virtua Cop shoot out. Be sure to blow the baddies away before they get a chance to fill you full of lead. Some even chuck grenades or ninja throwing stars at you, but if you're quick you can shoot them before they hit you. These sections are quite tricky, but if you do it without getting killed then you get an extra life. Nice or what!



MATT COMMENT

I WASN'T REALLY EXPECTING FIRO & KLAWD TO BE UP TO MUCH, BUT IT'S ACTUALLY TURNED OUT TO BE A RIGHT OLD LAUGH! IT'S SIMPLISTIC BUT TOUGH, VARIED, AND GOOD OLD FASHIONED FUN. A NICE LITTLE TIME-WASTER INDEED.

OVERALL

F & K IS A BIT OF A TOP SHOOTER. IT'S AS NUTTY AS THEY COME, AND THERE'S LOADS OF VIOLENCE TOO. IF THIS GAME WAS A GIRLY IT WOULD BE BJORK (WHEN SHE USED TO BE FIT, MIND). SHAME THERE'S NO SAVE OPTION, THOUGH!

ALTERNATIVES
PROJECT OVERKILL, DIE HARD TRILOGY OR RELOADED

87 SOUNDS
88 ANIMATION
89 GRAPHICS
85 PLAYABILITY

85

REVIEW

NHL 97

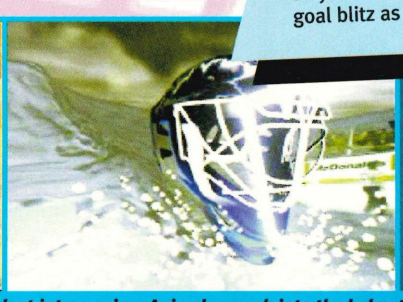
MEAN MACHINES PLAYSTATION RED HOT! BUY IT!! BUY IT!! BUY IT!! BUY IT!!

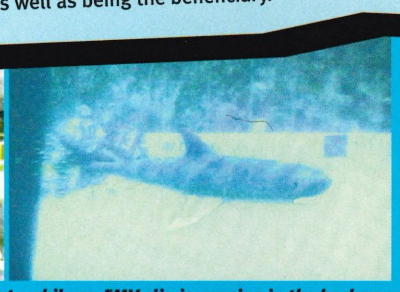
Once again, it's time for you lot to put on lots of padding, grab your sticks and chase after a burnt hamburger as we cast our eyes over EA's latest NHL Ice Hockey game.

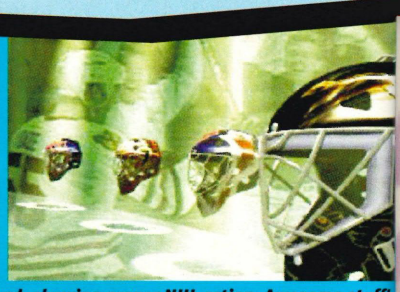
Ice Hockey must be one of the only sports that tolerates a bit of fighting. Punch ups have become as much a part of the sport as the ice and pucks! And how else would Terry Wogan be able to fill up half-an-hour's worth of funny sporting clips on Aunties Sporting Bloomers without the gratuitous 24 man pile up from the NHL? And most of the time, the fights never involve blood because it takes so long to get their helmets off – no giggling please – and you can't exactly kick anyone wearing ice skates. But hey, if your companions are in trouble...

KEEP IT IN THE FAMILY!

It's at this point that we must warn you. The goalkeepers are a bunch of arse mate! There's an almost dead certain way of scoring when you're attacking down the rink, as these shots show you. Basically, all you have to do is skate down the right-hand side, cut across in front of the goalie, and stick it in the bottom corner. But it does work the other way around, so you could find yourself on the receiving end of a five goal blitz as well as being the beneficiary.







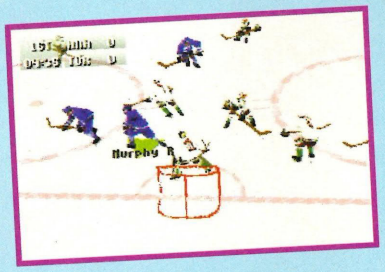
For an Ice Hockey game, this has one of the coolest intros going. Animals morph into the helmets while an FMV clip is running in the background, showing proper NHL action. Awesome stuff!

FROM THE COMFORT OF HOME...

For all the sad couch potatoes who sit at home, staying up until 3.00 am in the morning to watch Ice Hockey then this may please you. Staying in touch with all the virtual games these days, NHL features a variety of different game angles to play under, with the classic view from the original games and a few completely useless ones as well. Check 'em out...

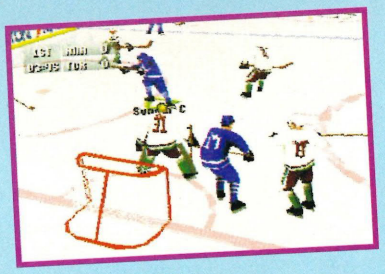
CLASSIC HIGH

In this view it is difficult to see what is going on in the corners, but everything else is easily visible.



CLASSIC

The standard, lets-stick-it-in-for-the-old-gameheads view. It's the default camera angle so it works really well.

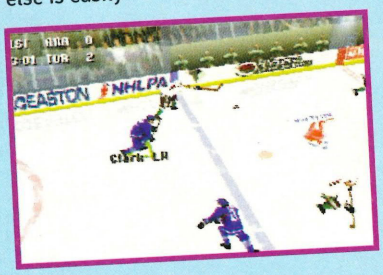


CLASSIC LOW

Hmmm, no prizes for guessing what's going on here. It's the standard view, only...a bit lower! Who'd have thought!

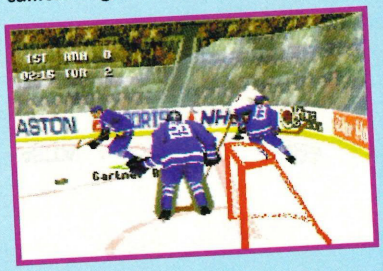
PRESS BOX

This is where you get your cold cup of tea and biscuits. This is the best view if you don't fancy any of the classics.



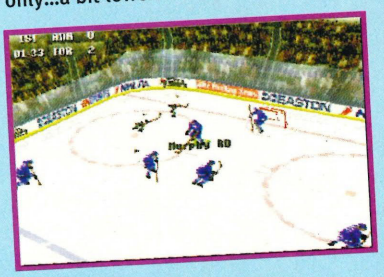
LUXURY BOX

Forget Tea and Biscuits, this is champagne and caviar mate. Again, this view also works well considering.



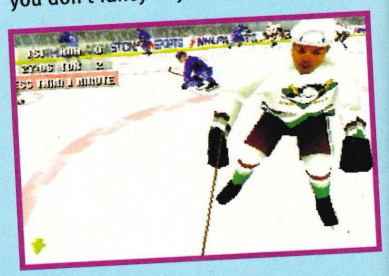
BOARD

Now things are starting to get a bit silly. It's impossible to tell where your other players are. Novelty value only.



ISOMETRIC

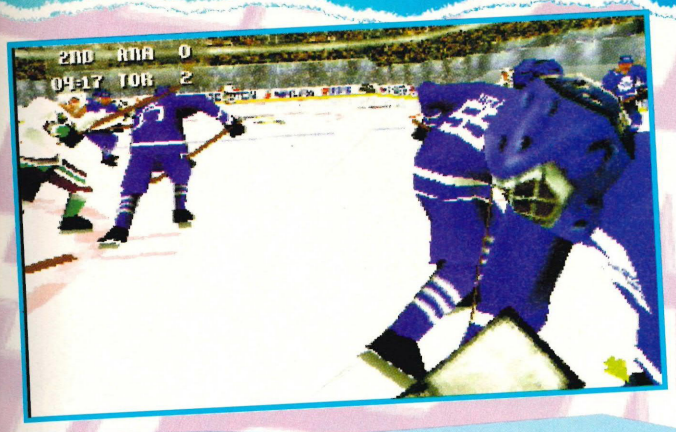
Return to the Fifa days. The isometric view as standard on all of the Fifa console games. Puk-ka stuff – groan!



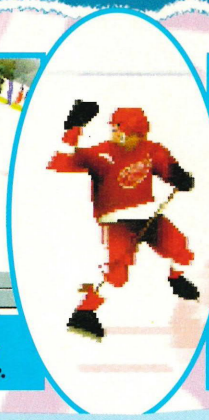
HELMET

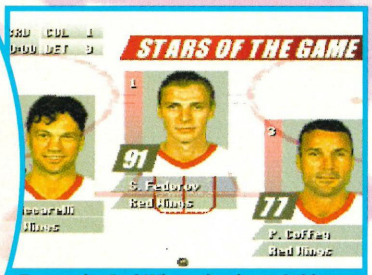
If the board was rubbish, then this is worse. How can you tell if you have the puck? Exactly, you can't. Next...

BY: EA OUT: NOVEMBER PRICE: £44.99

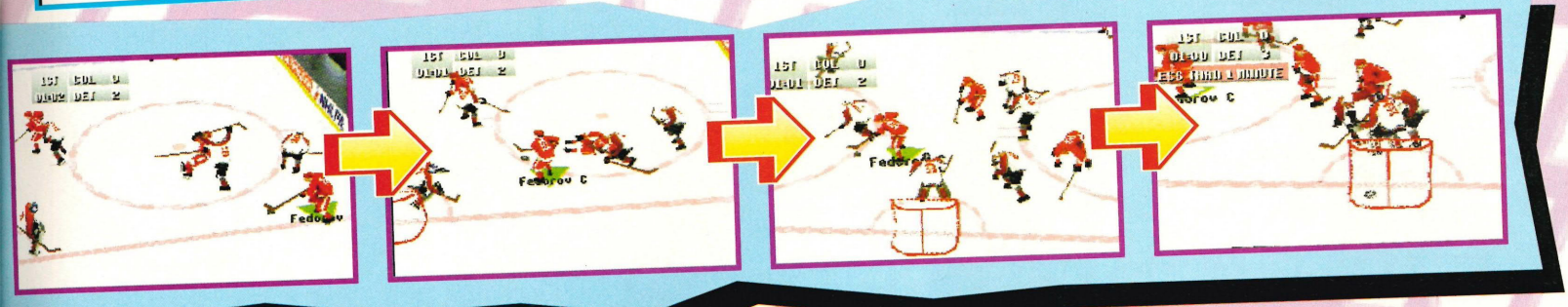


"Throw your sticks in the air, and wave them around like you just don't care!" One for Cypress Hill fans there.



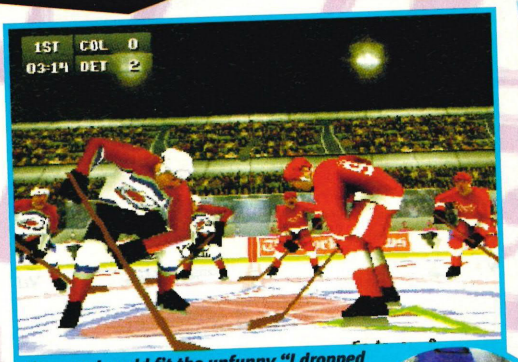


To say the Red Wings dominated this game would be an understatement. 9-1 and the three best players. Oh well!

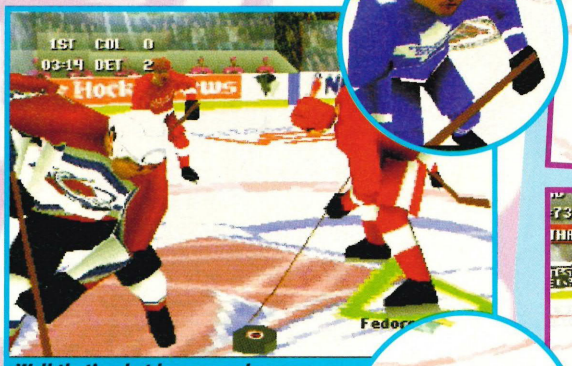


MULTI-PLAYER FRENZY!

We've gone multi-tap crazy this month! Having already had Pitball and Namco Tennis, we move on to NHL. But the difference with this, is that you can have...wait for it...drum roll...EIGHT players! Begs the question, who would have two multi-taps and eight pads, but then that's what mates are for. Borrowing all their stuff as well as whipping them at games!



I'm sure I could fit the unfunny "I dropped my contact lens round here" gag in here!

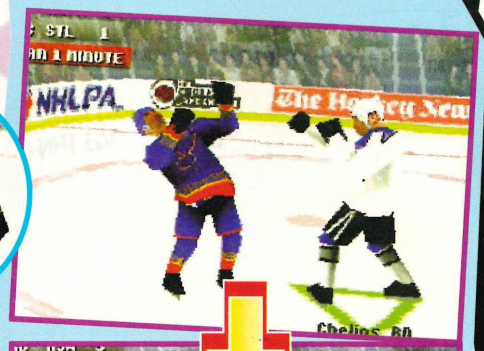


Well that's what happens when you forget the puck. You use a mouldy polo.

Look at this keeper! What's going on with his legs? You could fit a bleedin' double decker through there! D'oh!

PUNCH AND JUDY!

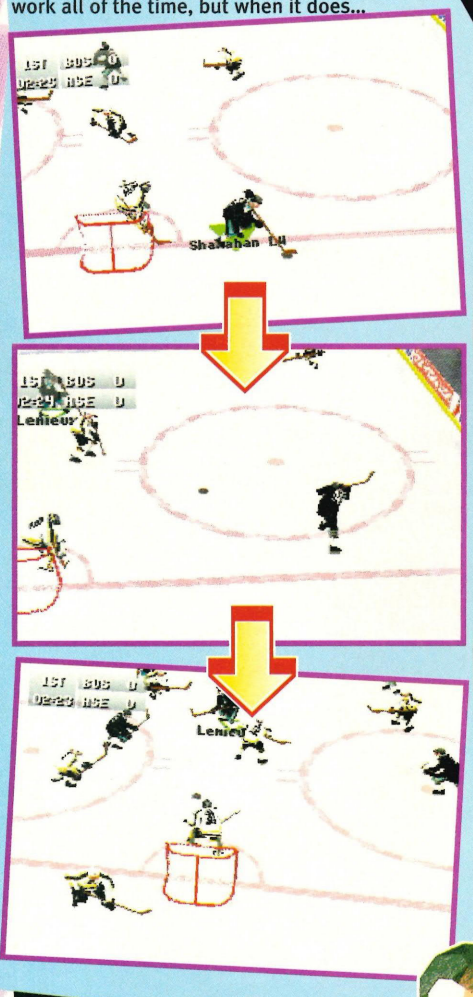
Take out your frustrations on-screen instead of throwing the game out of the window by beating each other up on the ice! When the action gets too heated, players throw down the gauntlet to each other and fight until one is knocked out. The bummer being that regardless of whether you win or not you both get sin-binned anyway!



REVIEW

CRANK IT UP ONE TIME!

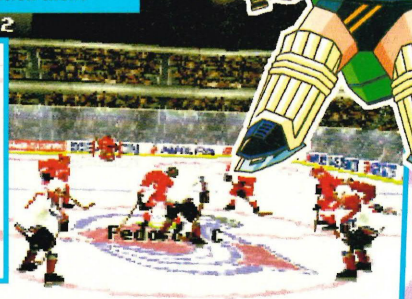
Something which EA introduced into their more recent sports games, is the one timer. These are where you shoot as soon as you have possession of the puck, not giving the other team a chance to react! They can be used to great effect in NHL for surprising the keeper and nicking a goal. Try skating up to the goal, passing it backwards and hitting shoot before you get the ball. It doesn't work all of the time, but when it does...



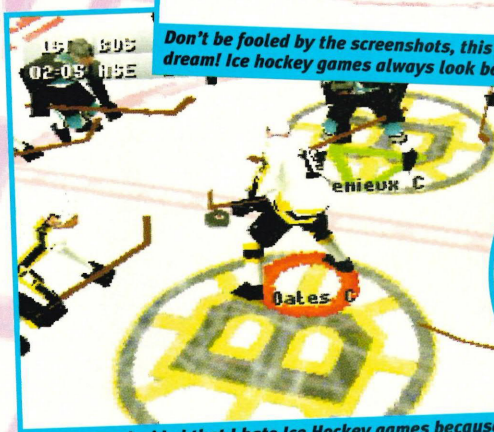
ONE ON ONE ACTION!

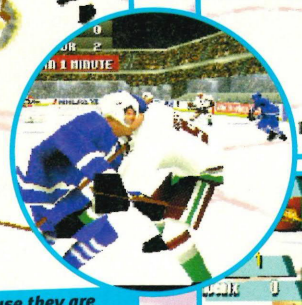
If you fancy a quick game of NHL before you pop out with your mates, have a bash at the Shootout mode. It's similar to a penalty shootout except that you start on the halfway line, and skate towards the goal. You have 15 seconds in which to have a shot and all you have to do is score. The winner is the one who scores most goals after five attempts each.

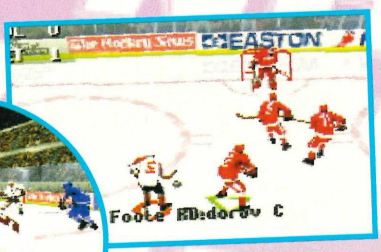
Choo choo choo, c'mon and do the conga. No, how about the Locomotion then?



Don't be fooled by the screenshots, this plays like a dream! Ice hockey games always look boring anyway.





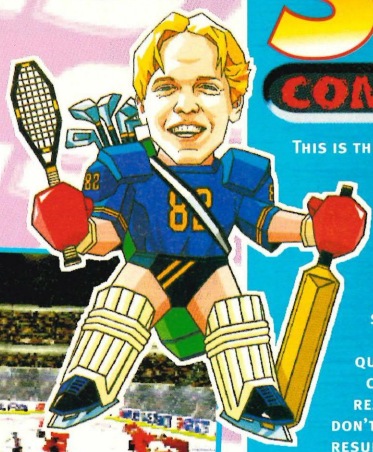


The scores represent the number of matches played, not the actual score.

I have now decided that I hate Ice Hockey games because they are a bloody pig to try and caption. Even Sonic the Squirrel couldn't do it.

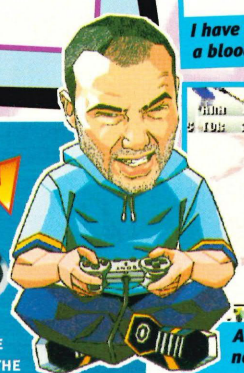
And the puck is in the back of the net! Anahiem claw themselves back.

STEVE COMMENT



THIS IS THE SECOND ICE HOCKEY GAME IN AS MANY MONTHS – THE OTHER BEING NHL POWERPLAY HOCKEY, REVIEWED IN ISSUE #1 – AND I HAVE TO SAY THIS IS BETTER, SIMPLY BECAUSE IT PLAYS SO NICELY. THE SKATERS MOVE AROUND THE ICE VERY SMOOTHLY AND QUICKLY, HENCE TACKLING AND CHECKING ALL LOOKS PRETTY REAL. SOMETIMES THE PASSES DON'T GO AS FAST AS NECESSARY, RESULTING IN A LOT OF INTERCEPTIONS, BUT YOU LEARN TO PLAY AROUND THAT. THIS GETS EVEN BETTER IN THE MULTI-PLAYER MODE, WHICH MEANS IT HAS TO GET A RED HOT. COOL.

SIMON COMMENT



MR, I LOVE SPORTS SIMS SO I WAS EASILY PLEASED. NHL '97 LOOKS THE BEST OF THE PUCK N' PUNT TITLES TO DATE AND PLAYS THE BEST TOO! OKAY, SO THERE'S THE ODD DODGY WAY TO SCORE A GOAL, BUT YOU SHOW ME A SPORTS GAME THAT DOESN'T HAVE A CHEESY WAY OF SCORING A GOAL. THE BEST SO FAR – GO GET IT ICE LOVERS!

OVERALL

ONE OF THE MOST PLAYABLE ICE HOCKEY GAMES TO DATE, WHICH COMING FROM EA, ISN'T SURPRISING REALLY. THE SPEED AND MOVEMENT OF THE PLAYERS IS REALLY SMART AND EVEN THE COMMENTATORS ARE TOLERABLE. HURRAH!

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90 GRAPHICS

92 PLAYABILITY

90

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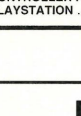

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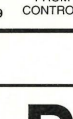

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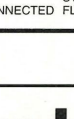

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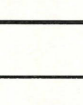

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Fancy winning loads of top Sony goodies in our brilliant Christmas competition? Well read on and see what Santa Sony could be bringing to you this crimbo...

TOP OF THE POPS!

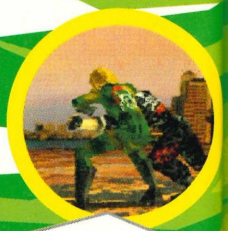
It's been a top year for the PlayStation and a brill year for the software that's come out for our beloved machine. So, what we thought we'd do is have our own little retrospective of 1996, give you the chance to WIN some really amazing goodies and play Top of the Pops too!

WOT YOU WIN!

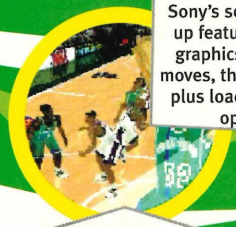
1ST PRIZE: Cubic T1 system worth £499

SCORES ON THE DOORS!

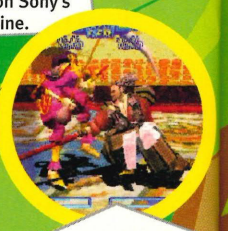
Before you lies the chance to have a Christmas way beyond your wildest dreams! All you've got to do is take a look at the following 15 games and pick your Top Five of '96, fill in the coupon and send it to us...



TEKKEN 2
Sony's seminal beat-'em-up features amazing 3D graphics, sophisticated moves, throws and combos plus loads of secret play options too!



TOTAL NBA '96
Classy 3D basketball action makes Total NBA one of the most visually stunning sports games to emerge on Sony's wonder machine.



TOSHINDEN 2
More fighting thrills in the wonderful world of 3D. This time your bunch of bruisers have sticks and swords to help them whack the living daylights out of one another.

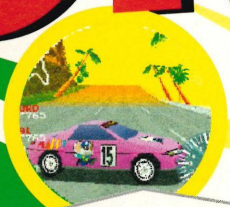
RAGING SKIES
Jump in yer jet, take to the skies, lock-on the enemy and unleash a sneaky sidewinder right up their jacksie! Great 3D arcade combat thrills.

NFL GAME DAY
Gridiron action as you take to the field in yer steel helmet and mucho padding. Can you take your favourite side all the way to the Super Bowl?

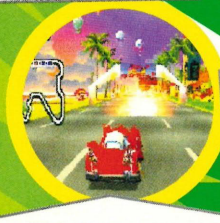
CRASH BANDICOOT
Sony's excellent new platformer puts the competition to shame. You steer Crashie boy through three massive worlds that blend 3D levels with more traditional 2D jumping thrills.

RISTMAS COMPO!!

JUMPING FLASH 2
Platforming of the highest order as you roam around a 3D world in an attempt to save the endangered mu-mus from certain exstinction!



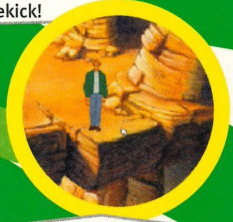
RIDGE RACER REVOLUTION
Namco's second brilliant 3D race outing took the PlayStation by storm with its added tracks and brilliant link-up mode!



FORMULA 1
Excellent racing thrills as you rev your way around all the Grand Prix courses of the world with good old Murray Walker as your sidekick!

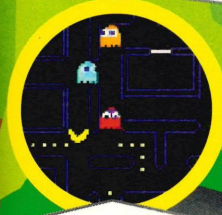
WIPEOUT 2097
Another sequel and another raging success as 2097 takes you to new levels of space-race thrills. New weapons, new tracks – new experience!

MOTOR TOON GRAND PRIX 2
What another second outing? Yep and another classy upgrade from the original. Link-up modes and creamy graphics put Mario Kart to shame.



BROKEN SWORD
This truly brilliant point-'n'-click adventure frolic sees you attempt to uncover the hidden secrets of the Knights Templar and a load of other rather strange goings on.

GALAXIAN 3
Arcade action is once again delivered to your 'Station with Namco's conversion of their visually impressive space shooter.



NAMCO MUSEUM VOL.1
A retrospective of all those great games that you were probably too young to miss, including good ol' Pacman, Galaxians and Pole Position.

ADIDAS POWER SOCCER
Footy fun as you take to the field in charge of all your favourite teams. Graphically beautiful, Adidas even comes equipped with special moves.

3RD PRIZE:
Five runner's up of one of the Top Five of '96

2ND PRIZE:
Sony MHC 801 Mini Hi-fi worth £399

Now you've made your choices just fill in your Top Five of '96!

MY TOP FIVE WILL WIN ME WONDERS!

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• Now you've pondered over what exactly is our Top Five of '96 send your voucher (or a photocopy) to:

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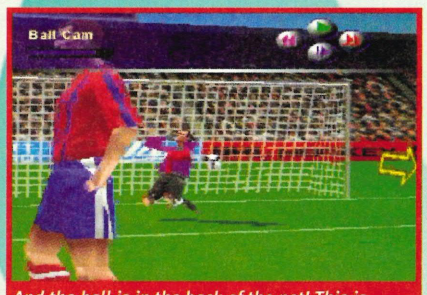
PREVIEW

"Christmas is a coming, and the goose is off his rocker, here come EA with another game of soccer..." Traditional Christmas ode.

Yep, as sure as new Power Rangers foes are shipping to Toys 'R' Us, and the sales of turkey laxatives are at an annual low, EA are preparing another installment in the FIFA saga for a Christmas release. For the latest addition, EA are promising motion-capture which does affect the play and doesn't mean you have to wait ages for an animation to finish as in Actua. And they're also aiming to rectify the slow-down problems of FIFA '96 which made it as much fun as a helicopter ride with Matthew Harding! Also, because it's FIFA, you can expect a full list of international players which means we don't have to put up with the likes of Paul Unce and Allan Beerer in the England team any more.

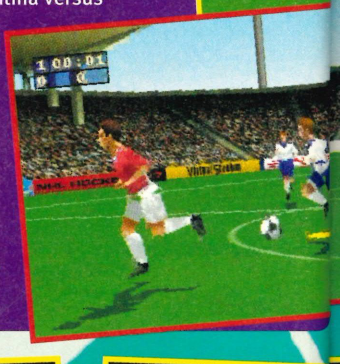
According to EA, FIFA '97 is as close to real soccer as possible, and France and Newcastle winger, David Ginola, has supplied all the moves, headers and passes seen in the game. By rights, however, that means that every time a Ginola sprite tonks the ball upfield he'll fall over straight away. After all, that's what Ginola does a lot! I mean, EA do say 'if it's in the game, its in the game!'

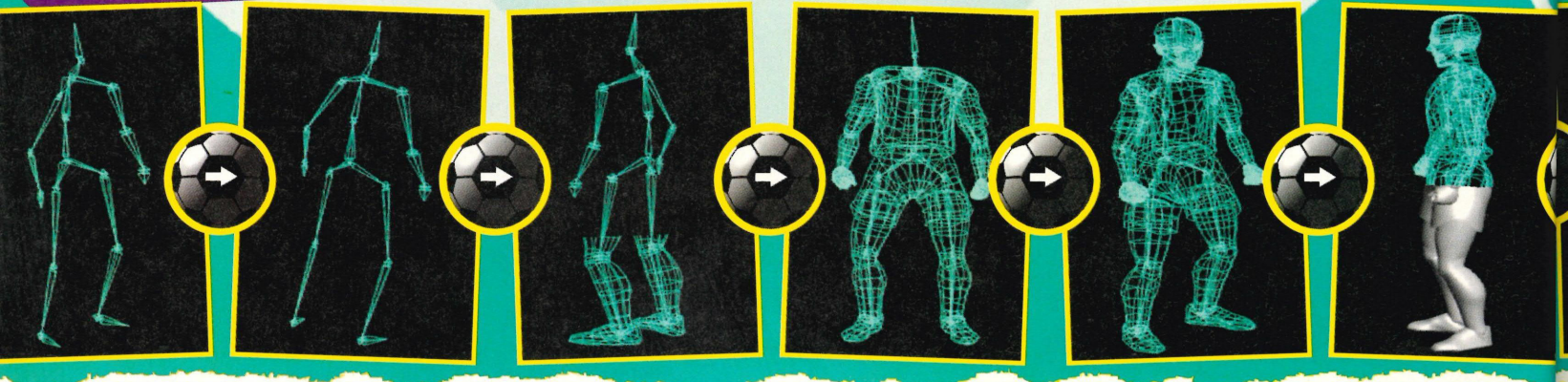


And the ball is in the back of the net! This is where Motty gets all excited and spills his tea.

JOIN THE TEAM!

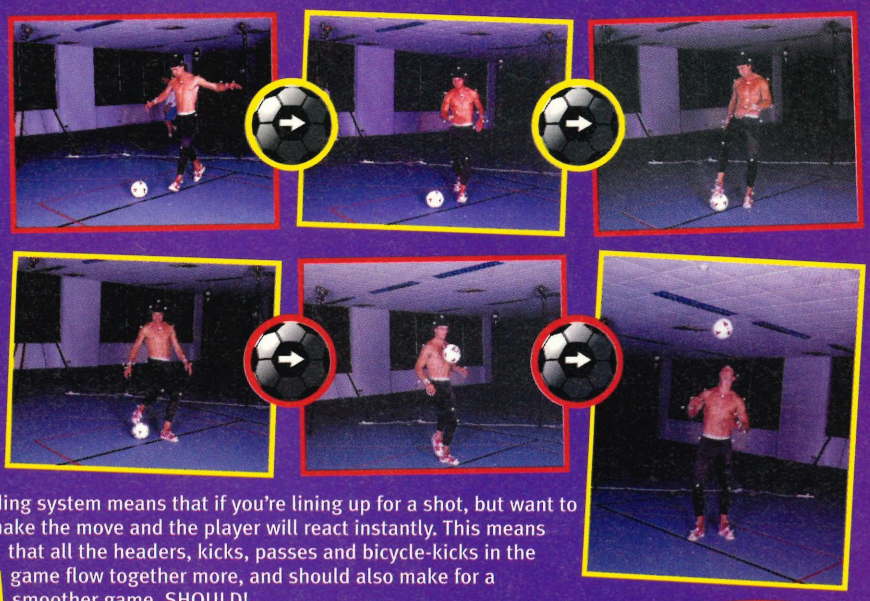
If you've ever wanted to play as Brazil and take on all-comers, FIFA '97 allows you to. Every international team is on offer, with Italy rubbing spaghetti with the likes of Germany and Holland, while a sub-menu allows the player to play as virtually every team from each nation's top division. As such, it's possible for you to play Argentina versus Manchester United, or Blackburn Rovers versus some crappy Saudi Arabian team even they could beat. Each team features all the players in that team — although Porborsky, Futre, and Ravanelli aren't in it because the teams were finalised last April, and Shearer still plays for Blackburn. Ah well you can't have it always!

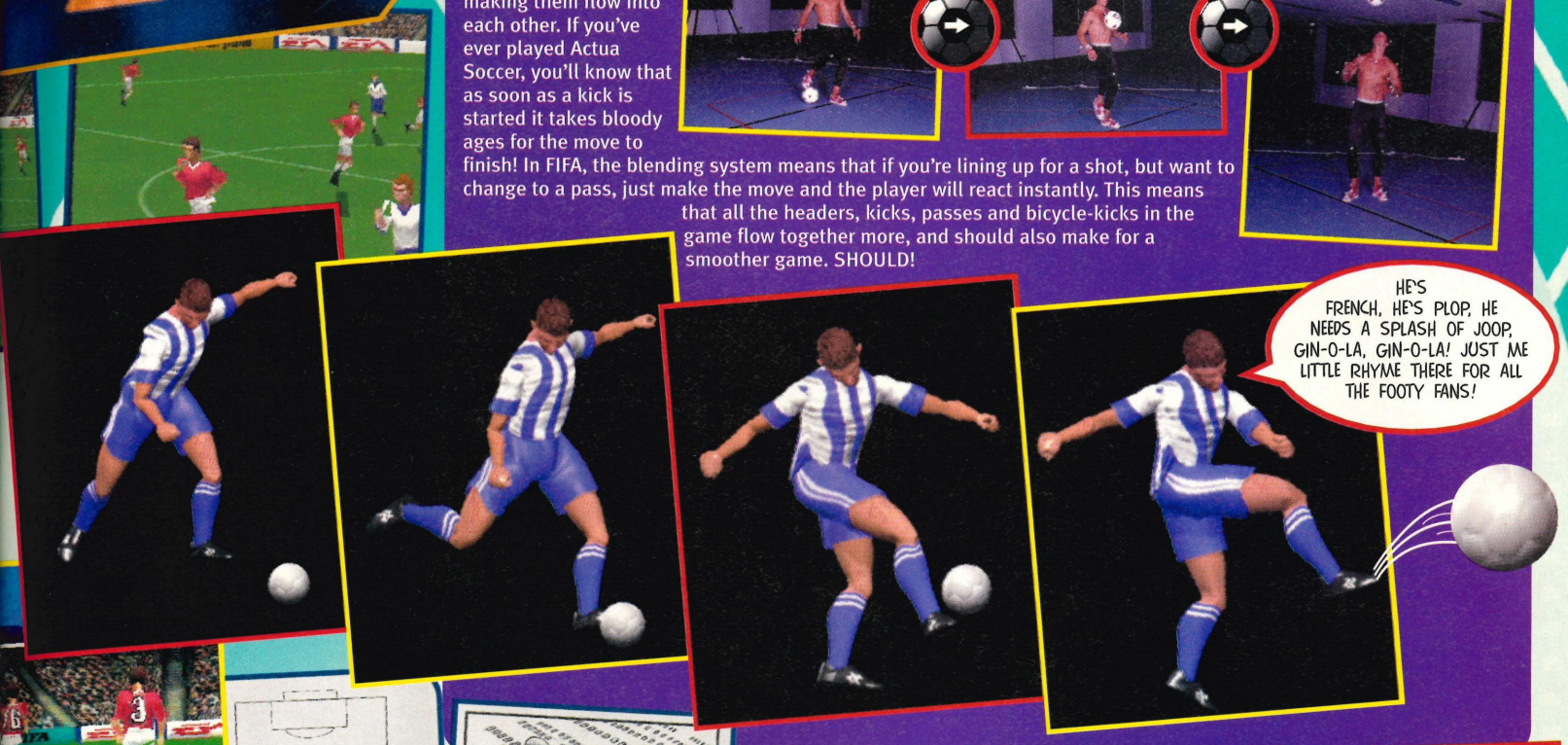


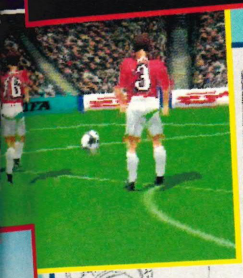


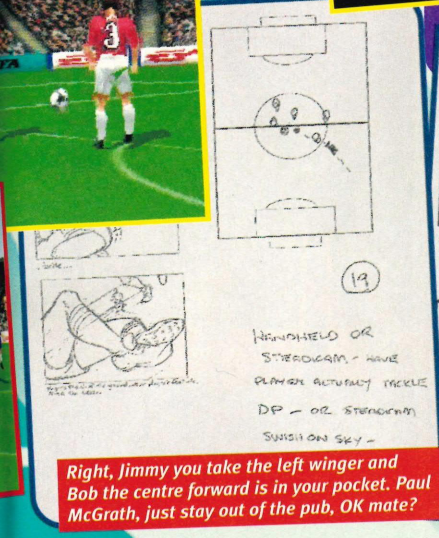
OOH, YOU'RE A LUVVERLY MOVER!

FIFA '97 uses something called 'Motion-Blending' which is a fancy term for cutting short the assorted moves and making them flow into each other. If you've ever played Actua Soccer, you'll know that as soon as a kick is started it takes bloody ages for the move to finish! In FIFA, the blending system means that if you're lining up for a shot, but want to change to a pass, just make the move and the player will react instantly. This means that all the headers, kicks, passes and bicycle-kicks in the game flow together more, and should also make for a smoother game. SHOULD!

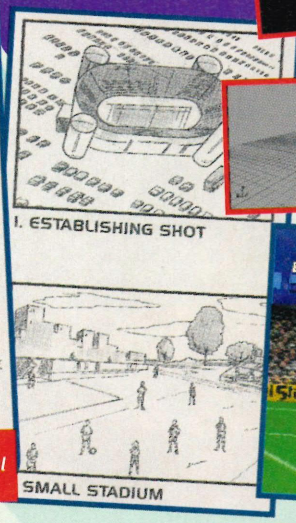


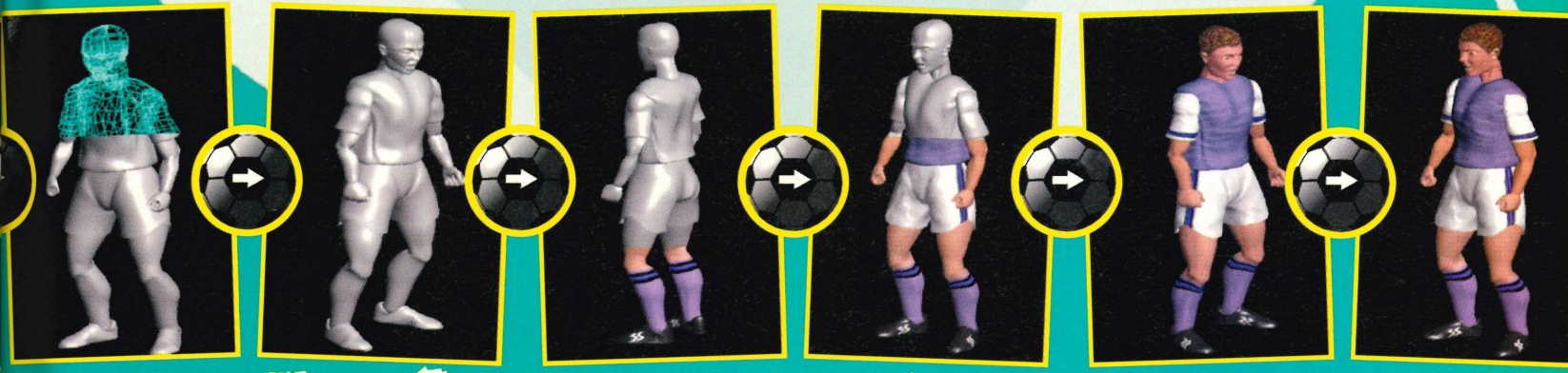






Right, Jimmy you take the left winger and Bob the centre forward is in your pocket. Paul McGrath, just stay out of the pub, OK mate?

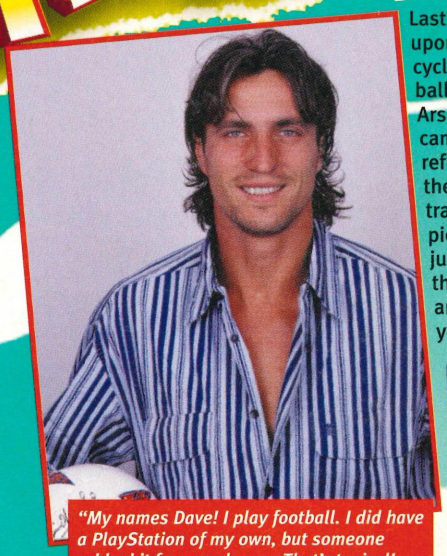




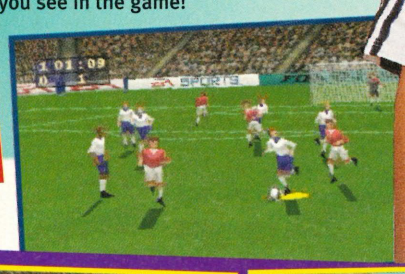
PREVIEW

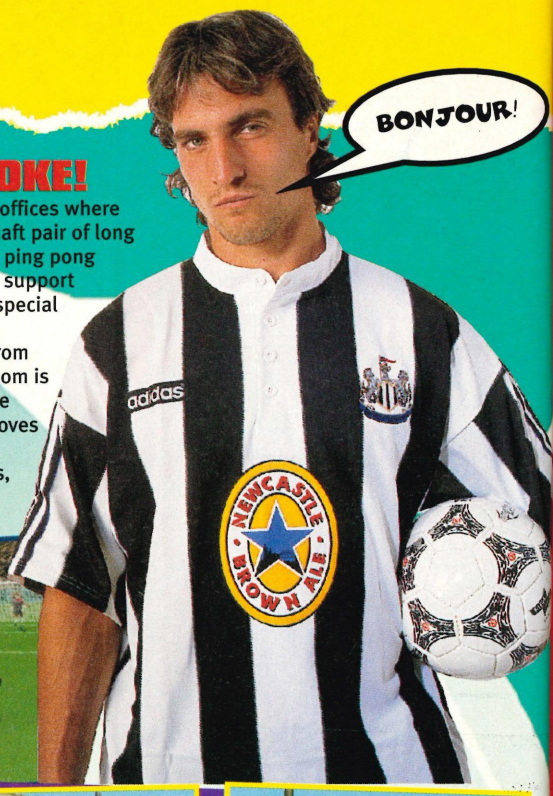
OI! FRENCH BLOKE!

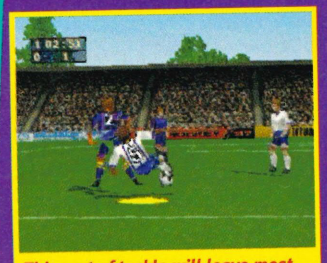
Last May, David Ginola travelled to the EA offices where upon the programmers made him wear a daft pair of long cycling shorts and covered him with silver ping pong balls. They didn't do this because they all support Arsenal, instead Ginola is filmed using a special camera system which only picks up the reflective balls. As such, when the data from the six cameras positioned around the room is transferred to a graphics system, they are pieced together into a skeleton which moves just like Ginola did. These skeletons are then covered in the player skins and kits, and are then dropped in as the sprites you see in the game!



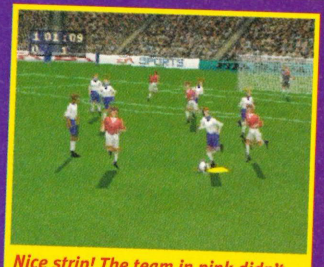
"My names Dave! I play football. I did have a PlayStation of my own, but someone robbed it from my house. That's typical!



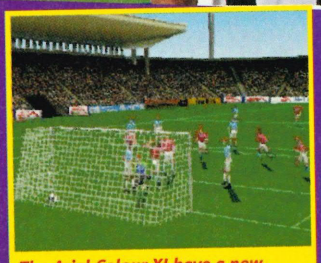




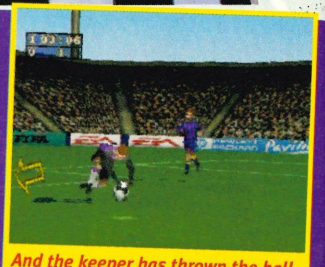
This sort of tackle will leave most people speechless. Even Jo Guest!



Nice strip! The team in pink didn't use their Ariel Colour this week!



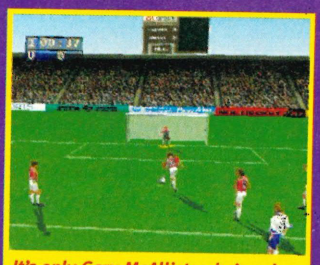
The Ariel Colour XI have a new sponsor, Sonic the Squirrel Ltd.



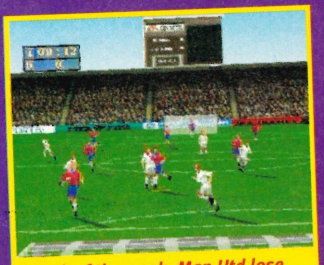
And the keeper has thrown the ball in his own net! Brucie in disguise?

PASS, YOU BALL-TIGHT GIT!

The FIFA series has always been criticised for its lack of control, so EA have added three game modes to the latest version. The Amateur level is pretty much the same as the last game, with the player kicking and passing the ball, but the SPU making sure it reaches its target. In Semi-Pro mode, more control is offered and while passes will always meet their target, the angle and height can be controlled, allowing for some corking crosses. When these are mastered, the Expert mode awaits which offers full control. Every aspect of a pass or cross must be controlled (the length, height, angle, etc), and all the diving headers and fancy kicks available become incredibly hard to pull off.



It's only Gary McAllister, he's going to miss anyway! Seaman! Seaman!



Shock of the week, Man Utd lose 12-0 to Darlington in FA Cup game!

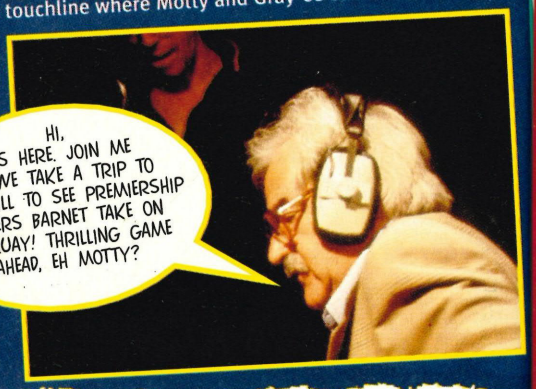
Savo Milosevic was meant to be playing. But he missed the pitch!

And Paul McGrath punts it upfield again! And that's just the bar tab!

HI, DES HERE...

FIFA '96 featured the dulcet tones of John Motson as its commentator, but this year EA have gone one step further. Motty returns for another stab at the commentating, but this time round he's joined by Sky TV's Andy Gray and the man everyone's mum fancies, Des Lynam. Des opens each game by listing the team, and then hands over to the touchline where Motty and Gray-ee continue. Over a thousand samples were used, and as the game rolls on, Motty comments on who is passing to who, while Andy Gray tells everyone how crap they are. Just like the real thing really. Och aye and all that!

Motty and Gray-ee rehearse for their debut Archers' episode!



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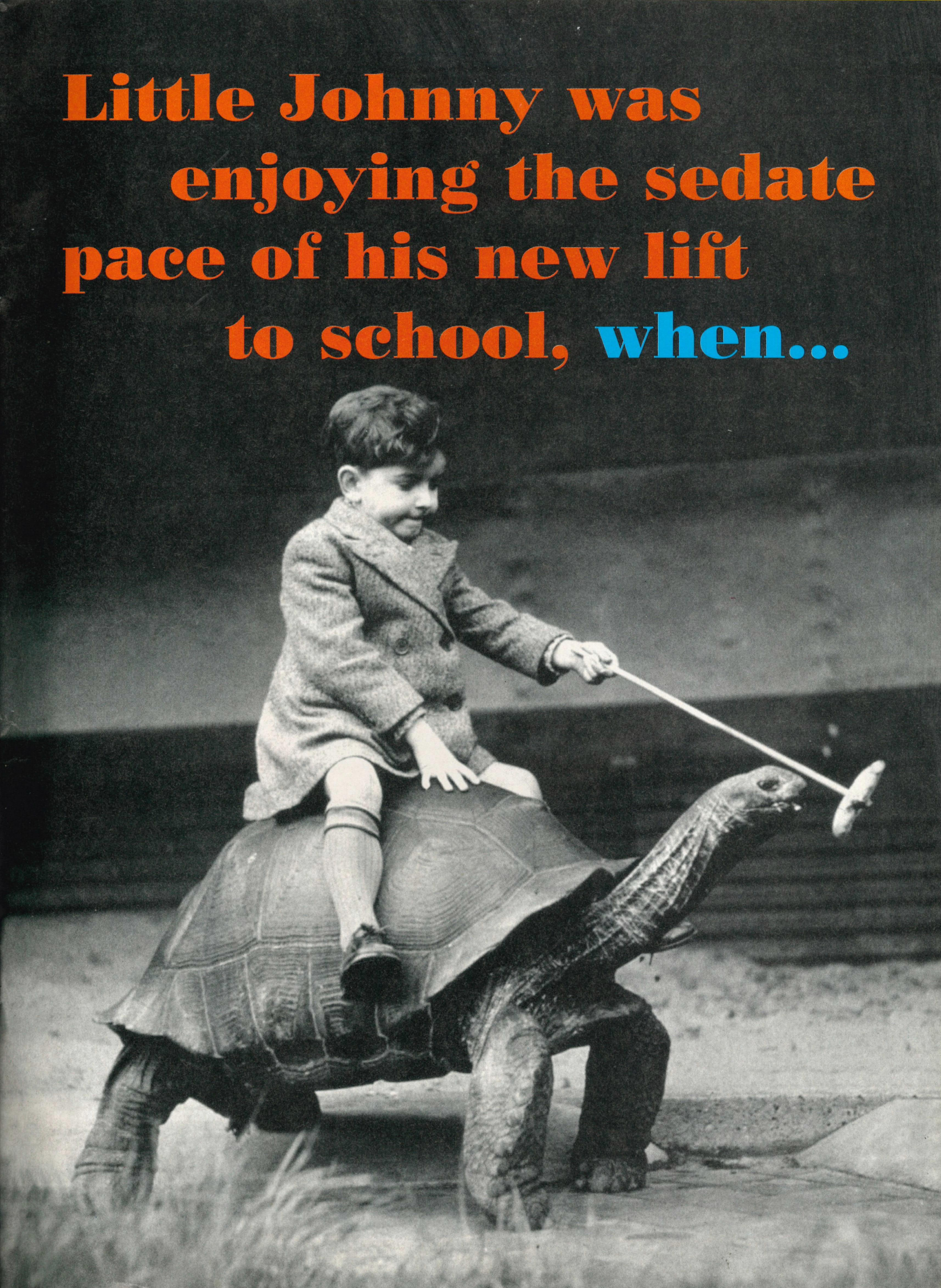
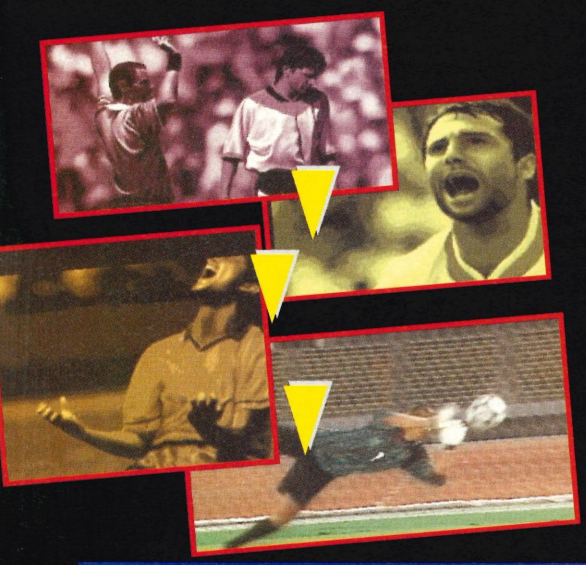
Little Johnny was enjoying the sedate pace of his new lift to school, when...



PREVIEW

INTERNATIONAL SUPERSTAR SOCCER DELUXE

Where would we all be without football? Your dads would have to mow the lawn every Saturday instead of once a month when there are no games on, and you'd have to do homework all weekend! Ergh, what a thought!



What amazes me about football, is the great void between Saturday and Sunday morning games! What happens? All the good players come out on Saturdays, park their flash cars in the car park of their rising non-league club, and then play in an entertaining two-one victory in front of a hundred or so spectators. They go home, out to the pub, then a club, and that's it. But come Sunday, all of the pie men who must have been in hibernation the day before, come rolling out of their houses to play in goal or sweeper – the two positions that require the least amount of running – for the local pub side in front of one old grandad and his dog who barks a lot and craps all over the pitch. And they still end up losing seven-three or something. Then they sit at the bar for the rest of the day, drinking lots, before they go home to a roast dinner and fall asleep in front of the television. Why not forget all this, and get everyone to play ISS Deluxe instead, 'cos it's coming to PlayStation to throw all armchair players into extra-time ecstasy!

THE ROSE AND CROWN XI?

Something which always adds a bit of feeling to these sorts of games is the ability to change the names of the players in the teams. None of the sides have real players so if you have the time, you can change any team to feature your favourite players – with you up front of course – or maybe make up your local side as well. You remember when your dad said you'd play for England one day, well this is probably what he meant! D'oh!

The ball's in the net and Lukic has to fish out another!

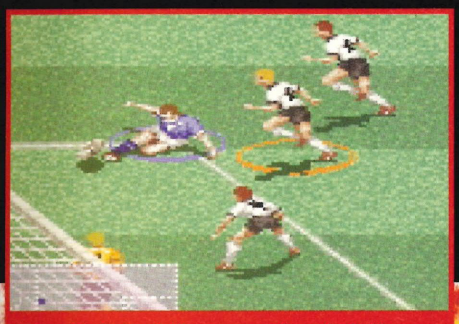
JOIN ME, CHARLES BLYTHINGTON-SMYTHE!

We know we can't show you the commentary in the screenshots, so you'll just have to take our word for it when we say that this has the most off-beat evaluator you're ever likely to find. Sounding like a cross between Mr Chomondly-Warner and Captain Flashart from Blackadder, he rants and rambles during the game from a phrase book of over forty pages in length featuring super sayings like "Great cushion header, and another, and another!" and "Scorchio!" This means that, although it's not meant to be John Motson serious, it still relates to the game very well. The game even recognises when you've had a left or right foot shot, and the commentator reacts accordingly. How very clever eh.

BY: KONAMI OUT: JANUARY PRICE: £TBA

Take that you Ethel Myrman you! I remember Euro '96 even if I am Italian. Er, Mama Mia!

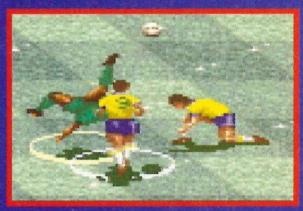
"Oi! Ref! That's my ten-pence piece you're using! You been through my shorts, you rob-dog?"



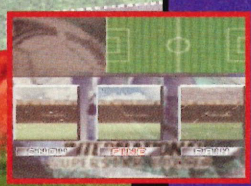
"Scorchio!" Feel the power of my bok-idas boots and my Sonic the Squirrel power shot!

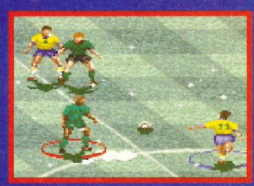
ARE YOU PELE IN DISGUISE?

The original ISS was famed for it's detail, and because this is a straight upgrade, we're pleased to say that all of those effects have made their way across. Little things like the players complaining to the ref after a foul, protesting their innocence while a player is writhing in agony on the ground, and the linesmen flagging for the decisions all give it that polished, more-realistic feel. And the range of moves available to players is pretty vast too, with overhead kicks, backheels, cushioned headers, and shimmies all available at the touch of a button.



And Germany play their normal, boring predictable style. Boo!





WELL THE WEATHER OUTSIDE IS FRIGHTFUL! BRRR!

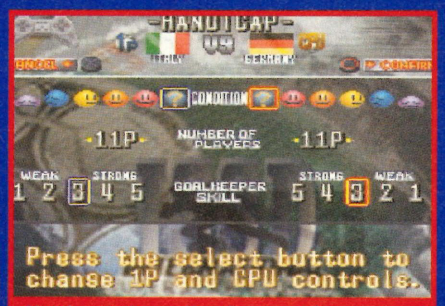
Varying weather conditions usually don't effect the way the game plays on football sims, they just serve as a graphical touch. But in ISS, there is a noticeable difference. As well as the three weather conditions – snow, rain and fair – the way the grass is cut also changes the game. The pitches that have the smallest squares cut into them, are slower and the ball holds up a lot more, whereas pitches like Spain have only two or three patchwork style lines in them, and so the ball runs a lot quicker on them.

PREVIEW

CHEER UP YOU MISERABLE GIT!

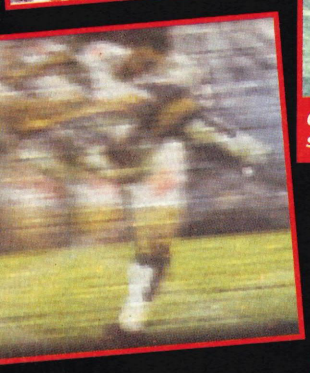
The players' fitness and general happiness is represented in this game not by dull looking bars, but by smiley faces. There are five categories of faces, ranging from 'I've just won the lottery and married all the Spice Girls' excitement to 'I've just listened to John Major talk about paint drying' sadness. And once a player reaches the miserable stage, it's time to have them substituted as they're about as much use as a Gareth Southgate 'How to take a penalty' book!

"Er, right. We'll play Gazza in nets and er, everbody else push up on the referee... right?"



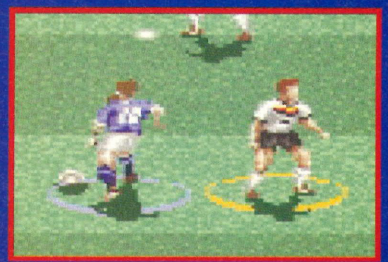
Check out the smiley faces gazing at you. I said Acccciiiiiiiiiiiiiiddddddddddddd!

Goalkeeper in 'I glued my face to the pitch' shocker! Police are completely stuck! Da-dum!

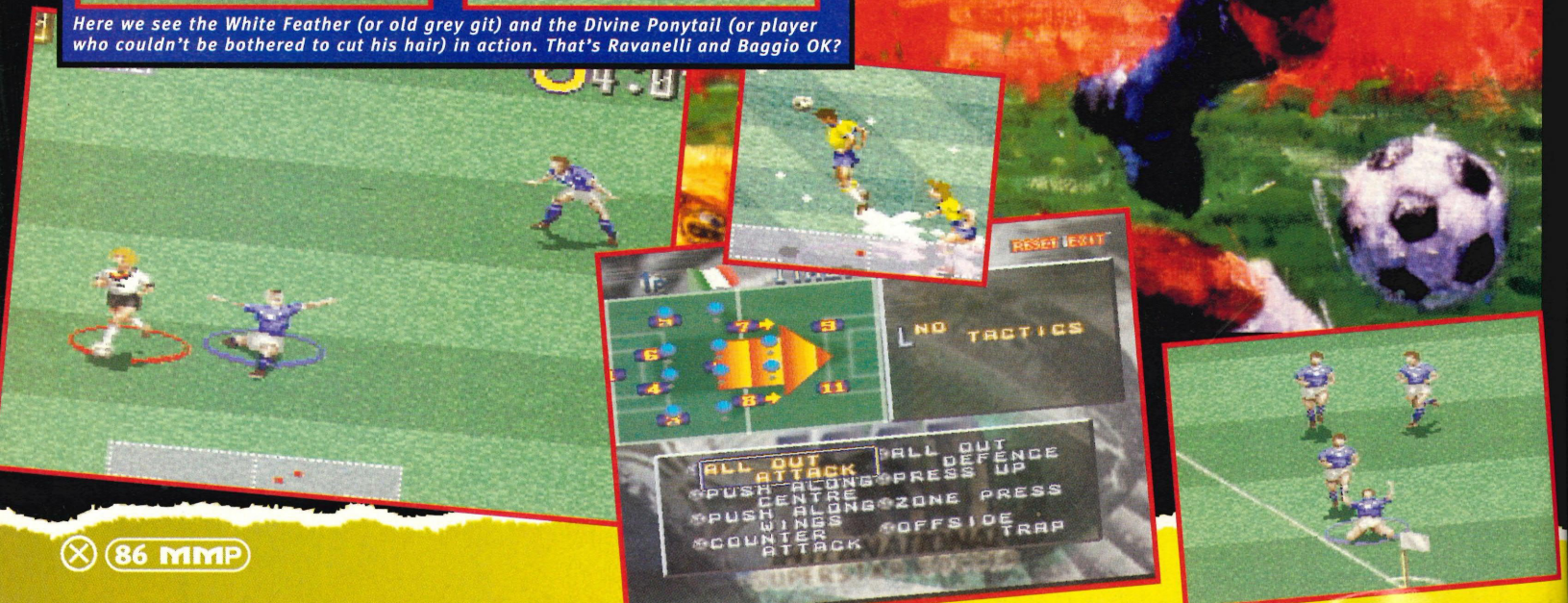


FUNNY LOOKING WIG!

There are no club teams in ISS, just international mobs. Each country has their own star man or 'gifted individual' who does all the fancy tricks. But, as you're playing against some of the countries, you may recognise a few of the players. England have a centre midfielder with bleached blond hair, Holland have a dreadlocked striker and Columbia have a bloke with a mop on his head! Do any of those sound familiar?



Here we see the White Feather (or old grey git) and the Divine Ponytail (or player who couldn't be bothered to cut his hair) in action. That's Ravanelli and Baggio OK?



BLAM!...

available on:
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SEGA SATURN
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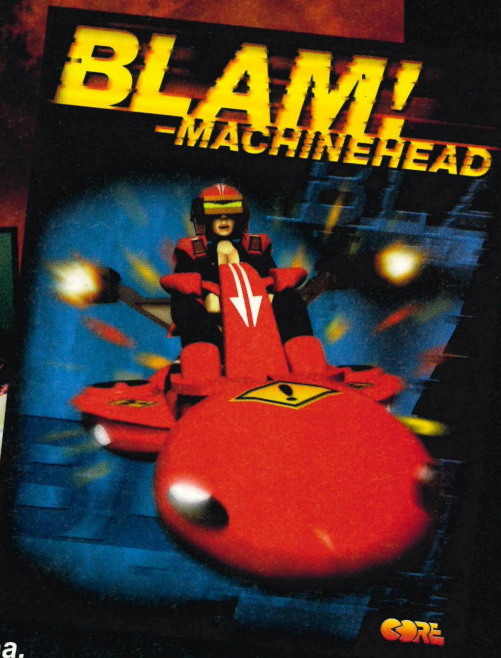

See! *through the eyes of Dr Kimberly Stride as you ride the Vorpal Blade through an insane combination of shoot-em-up action, strategic objectives and B-movie melodrama.* ***Gasp!*** *with amazement at state-of-the-art virtual landscapes, tunnel systems and eye-popping FMV.* ***Laugh!*** *in the face of danger as you blast through fifteen adrenaline-pumping stages of sheer 3D exhilaration.* ***Scream!*** *with terror at horrific hordes of mutated polygonal enemies.* ***Beg!*** *for mercy as you face the Machinehead in the mother of all showdowns...* ***Play!*** ***Blam!-Machinehead!*** *for the ride of your life.*

EIDOS INTERACTIVE
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CORE

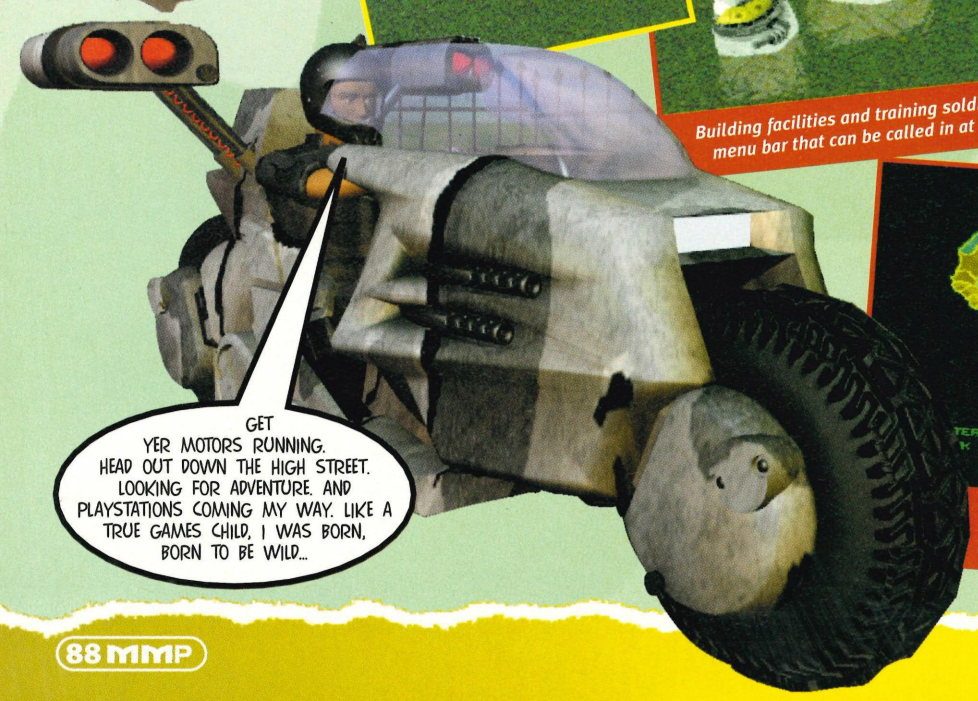
PREVIEW

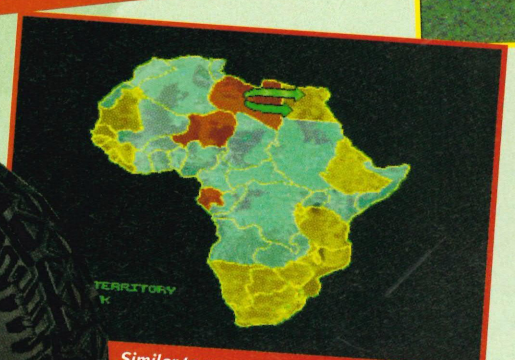
COMMAND and CONQUER

For the millions of top games we've had on the PlayStation, the strategy genre has been sadly neglected. X-COM aside, we haven't exactly had ye olde grey matter pushed too hard. Until now, that is...

Oh yes please! Command and Conquer is EXACTLY my kind of game. Following on from personal all-time favourites of mine such as Warcraft and Dune 2 (another Westwood production no less) C & C (as we'll call it from hence forth) is almost a god-sim, only with resource management and action much higher up on the menu. You take control of either the 'goodies' or the 'baddies', commanding their armed forces and making key decisions about the production and manufacture that backs them up. You view all the action from a satellite view, pointing, clicking and dragging your various troops around each mission's landscape. Oh and did I mention... IT'S FLINKIN' ACE!

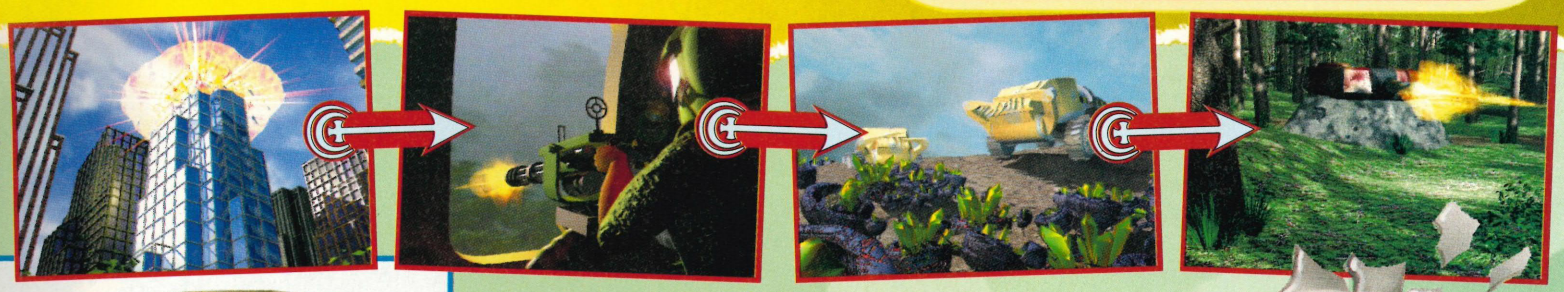
Building facilities and training soldiers is performed via a sliding menu bar that can be called in at the touch of a button.





Similar to many a world-domination-based strategy game we've seen before, you chose the next mission from a map (above).

BY: VIRGIN OUT: BEFORE XMAS PRICE: £44.99



DIFFERENT, BUT THE SAME!

You can play through Command and Conquer as either the good guys (Global Defence Initiative, or GDI) or as the bad guys (Brotherhood of NOD). There are a number of differences between the two sides and how they operate (ie the weapons NOD use are different to GDI's, and the way they are manufactured is different) but they do equal up, so there's no particular advantage to who you use — it's just down to personal preference!

GDI

NOD

GDI get their mission briefings from Commander Clean-Cut. Hurrah!

NOD get their mission briefings from Colonel Git-Face. Boo!

GDI bases are all tidy and modular.

NOD bases are all weird and chaotic.

PREVIEW

The best thing about C&C is that there seems to be no limit to the number of troops you can have active at any time on a mission. Facing overwhelming odds? Simply overwhelm the overwhelming odds back! Grr.

AN ORDINARY DAY ON THE BASE...

Though many missions see you with a very specific and limited force, a large number of the missions also require you to build and maintain your own base. These generally make for easier missions and you can build and train your own troops and offensive vehicles. You can also mine to make more money and, thus, build as many units as you want.

BARRACKS

Though you generally start with a small force, you will need to train and produce more troops to succeed. There more barracks to have, the faster they're produced.

HAND OF NOD

This is actually just the enemy's version of the barracks. By using engineers to capture enemy buildings, you then have access to their technology.

STORAGE FACILITY

All that Tiberium has to go somewhere, so build a few storage facilities or you'll have crystal juice running everywhere. Or something.

POWER PLANT

Fairly obviously, you can't run your base without some serious juice to power the whole shabang! The more facilities you have, the more of these you'll need.

MOBILE CONSTRUCTION UNIT

This is the Boots The Chemist 'Base Starter Pack'. Initially this appears as a mobile unit, but once in position folds-down and allows you to start manufacturing.

COMMUNICATIONS CENTRE

Build yourself one of these and you'll be gifted with a mini-map that displays the uncovered areas of the map, along with friendly and enemy forces.

TIBERIUM REFINERY

Building facilities and producing troops costs money, so you'll have to mine Tiberium crystals for money. Build this facility and you get a nice little harvester too!

CALL IN THE ENGINEERS!

While wandering round in a gang, my troops have uncovered a NOD base.

1

Time for a thin strategy: split into three groups and secure the area.

2

Back at my own base it's time to train an engineer (complete with yellow hard hat!)

3

Walk him up to the enemy base and he gets a special 'Enter building' icon (the green arrows).

4

Bosh! The building changes to my colour and I can now take over!

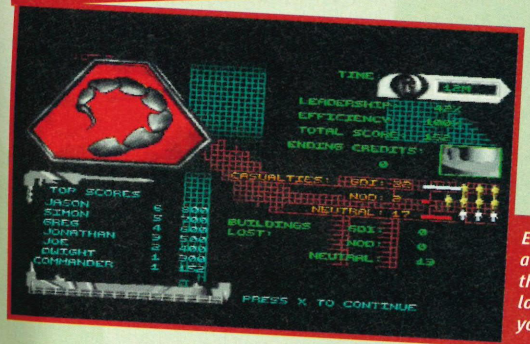
5

By making the ex-NOD barrack my primary building, any troops I produce will arrive from here. An easy way to fill enemy bases with YOUR engineers!

6

The original PC release had an auxiliary data disk released a few months after the main event called Special Ops. These extra missions come free with the PSX version, and feature extra craft and a one-man-army Rambo-type hero. Let's rock!

Though GDI troops are friendly towards civilian villages, NOD operative like nothing more than a bit of recreational church-burning. Burn vicar burn! Satan's in the house!



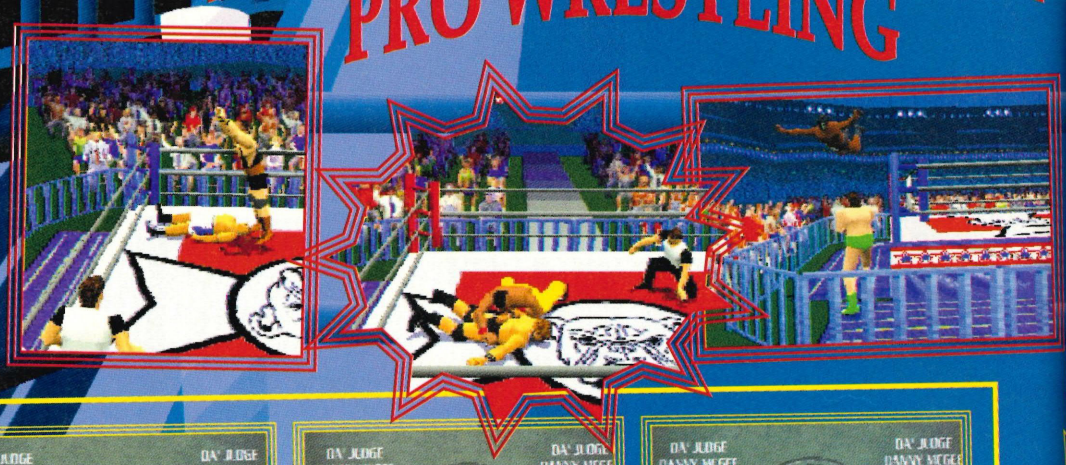
Each mission is given a rating based upon the ratio of enemy looses compared to your own. Good show!

PREVIEW

POWER MOVE PRO WRESTLING

Thank the heavens! At last, a sport we haven't already got billions of different versions of on the PSX! Wrestling you say? Well I'd best go get my gran and tell her to dust off her handbag!

Like "BOK!" the word 'fun' is a three-letter word that's welcome here on Mean Machines PlayStation. 'Poo' isn't as welcome, and nor is 'Pap', 'but 'Fun' is a law unto itself. Games can be pointless, silly, and just plain and simple arse, but as long as they're fun they earn themselves the right to exist. And so we come, rather neatly if I do say so myself, to Power Move Pro Wrestling – a right old chuckle-fest if ever there was one! As with the sport made popular on Saturday mornings fifteen years ago, there's tons of nasty falls, oodles of ball-grabbin', and loads of general nastiness. And all this – as if fat blokes in leotards wasn't bad enough!



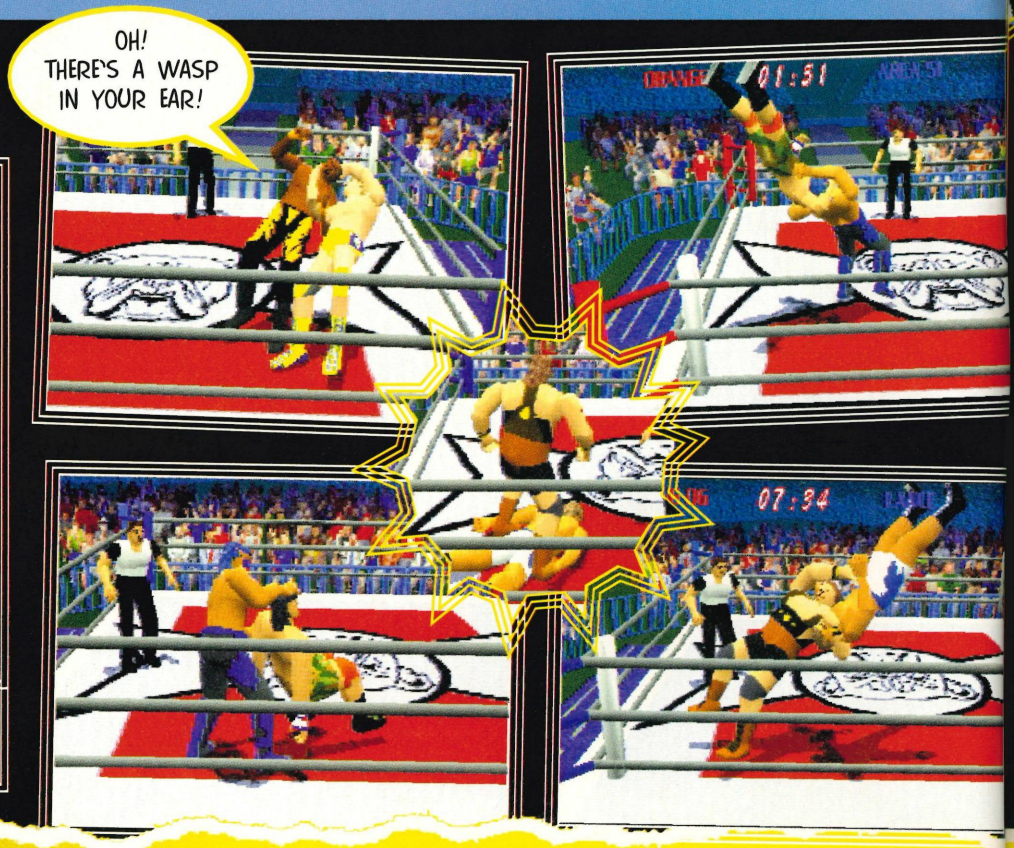
MEN IN TIGHTS!

There are 12 different fighters to choose from, each having their own unique attacks and versions on the standard attacks. The outfits have actually been toned down from the original Japanese game, but remain pretty funny none the less! My particular favourite outfits are those of King Og, Area 51, Zombie and (if only for his name) Malibu Mike!

YOUR MOVE, PUNK!

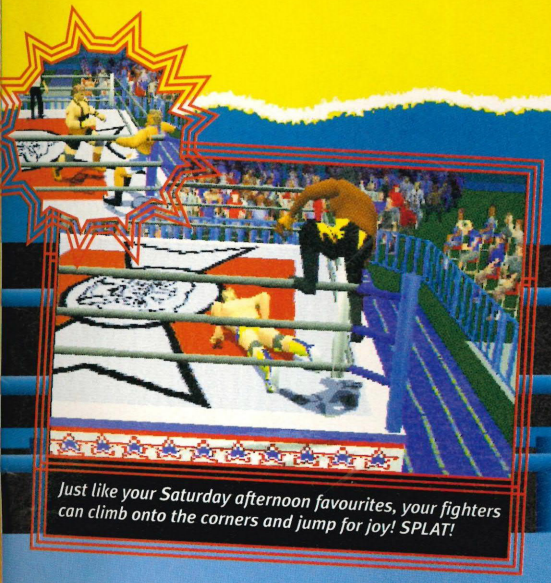
There are simply too many moves to try and show you them all now, so here are a few of my very favourites to enjoy!

Oh! He takes his opponent to the rope, grabs his arm, braces it against his own shoulder and prepares to pop! These blokes are NOT mucking about! Incidentally, check out the CEEFAX crowd!

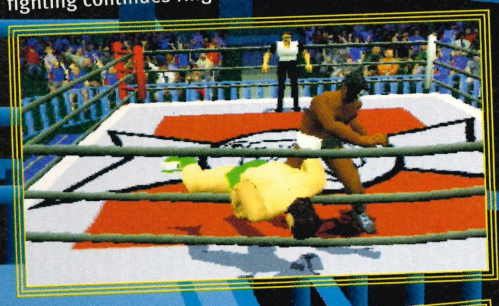


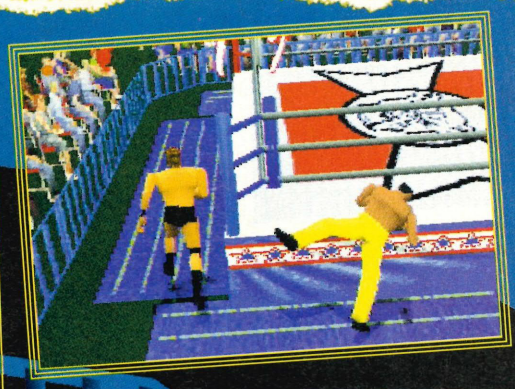
RING-SIDE ACTION!

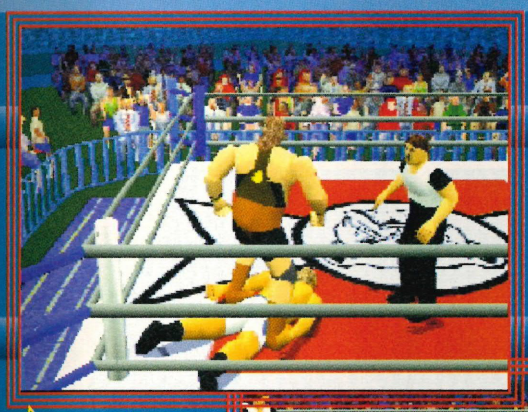
The action isn't limited to just inside the ring. Oh no, throw an opponent through the ropes and the fighting continues ring-side! Cool.

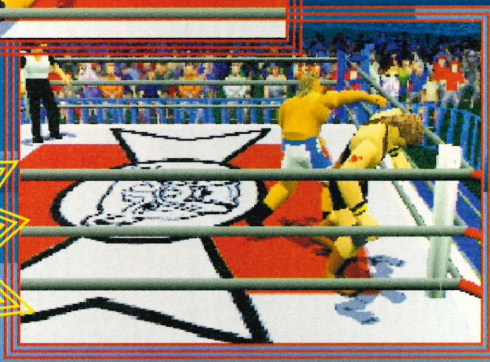


Just like your Saturday afternoon favourites, your fighters can climb onto the corners and jump for joy! SPLAT!

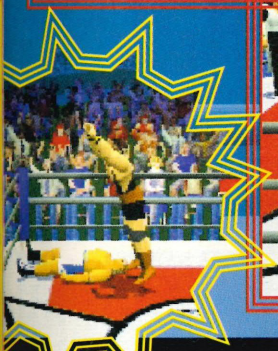


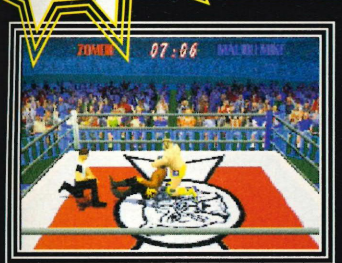




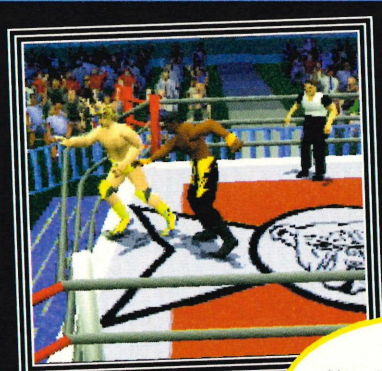


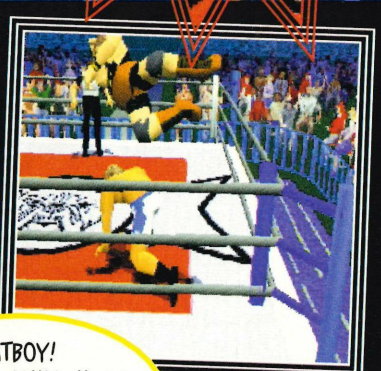
Each bout starts with a ring master introducing the two fighters. This CAN be very weird (thanks to those crazy Japanese translators. Herro! Brinkin' iriot.

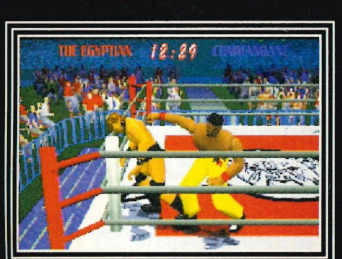


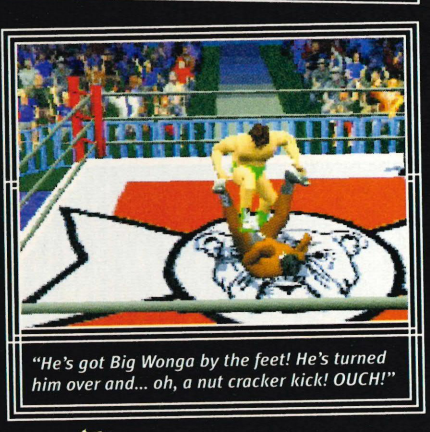


Crikey! This ain't no gymnastics display you know fella! Please keep control of your crotch!

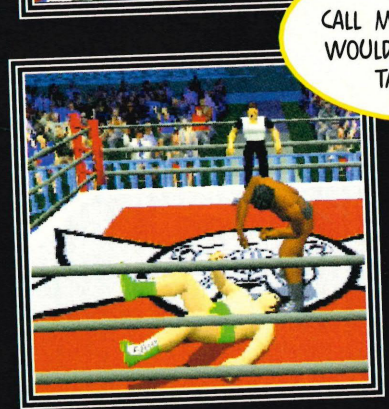


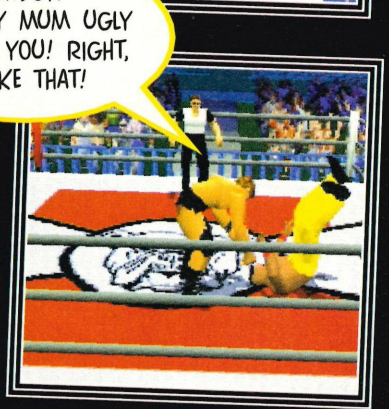






"He's got Big Wonga by the feet! He's turned him over and... oh, a nut cracker kick! OUCH!"

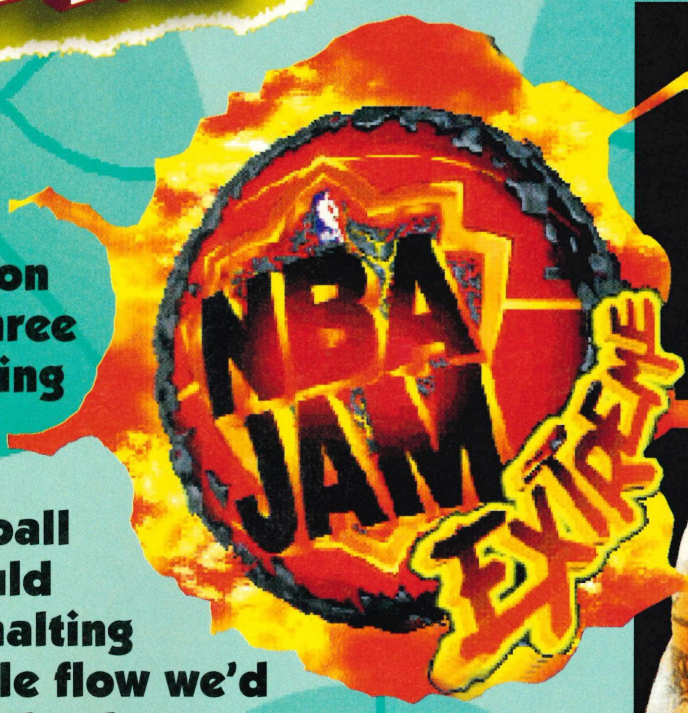


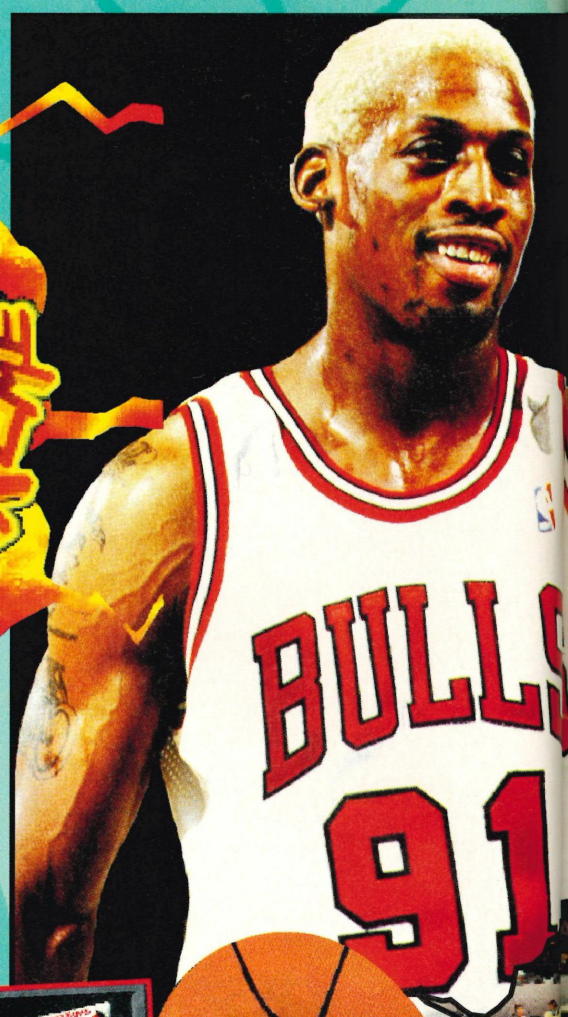


FATBOY! CALL MY MUM UGLY WOULD YOU! RIGHT, TAKE THAT!

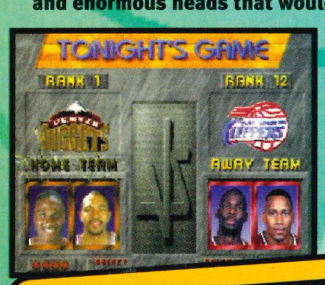
PREVIEW

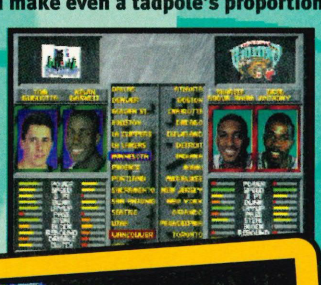
Dear sir, please find enclosed a petition signed by sixty three journalists outlining our desire for you to stop releasing basketball games. If you could see your way to halting this uncontrollable flow we'd be very grateful. Thank you.





Yes, by anyone's reckoning there are far too many basketball games for the PlayStation. For the serious-minded there's the likes of Konami's In The Zone and Sony's Total NBA, while fun-seekers can satisfy their needs with chuckle-buckets such as Acclaim's NBA Jam Extreme and EA's NBA Live '96. But what (I imagine Acclaim's head honcho must have pondered) will those gamers who desire fun games that look like serious ones do? Simple — they'll go out and spend their pocket money on the latest b'ball release — NBA Jam Extreme! Having inhabited the arcades for about a year now, this conversion features all the kooky elements of the original, including death-defying dunks, and enormous heads that would make even a tadpole's proportions look equal.

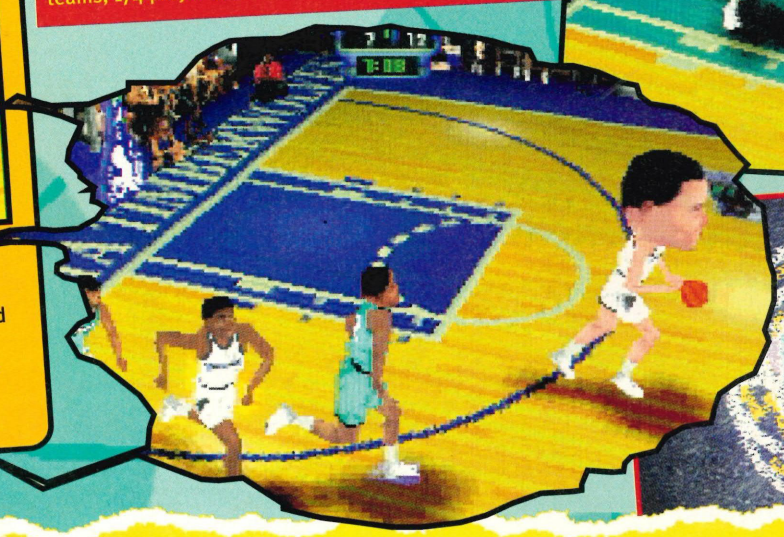




Come on, you know the score! Select from the 29 teams, 174 players, blah blah blah blah...

THE BALL'S A BRICK!

Talk about insulting! If you let off the sort of inaccurate, half-arsed shot that would make even Stevie Wonder shake his head (no change there then) the ball even changes into a brick to illustrate EXACTLY how much chance your shot has of going in. Needless to say, I didn't have much trouble setting this screen shot up — I drop bricks all the time. If you know what I mean.



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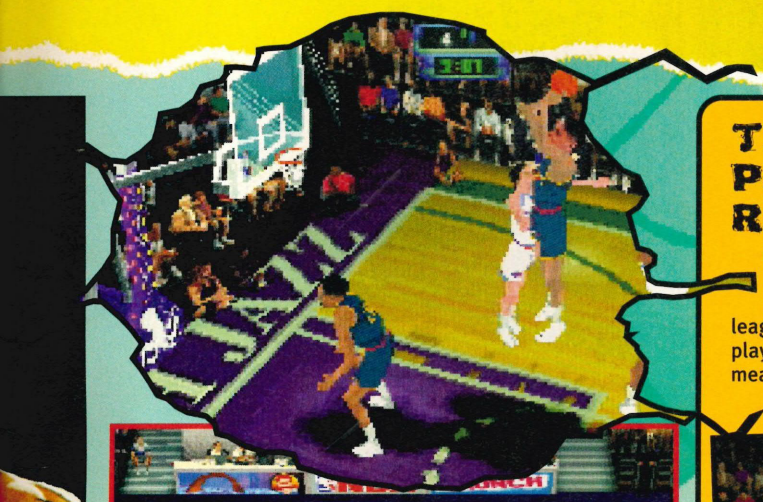


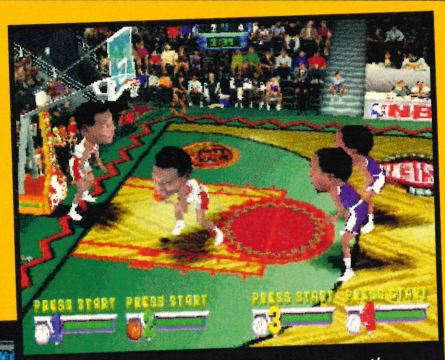
As well as using the Extreme button to speed up and dunk, it can be used to beef up your tackles. Dive dive dive!!!

Shades of Track and Field creep in for the tip off, where the fastest 'tapper' wins possession. BREAK JOYPAD, BREAK!

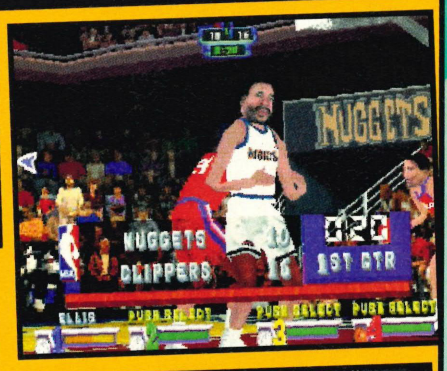
i love this stuff!

THE NUTTY PROFESSOR RETURNS!

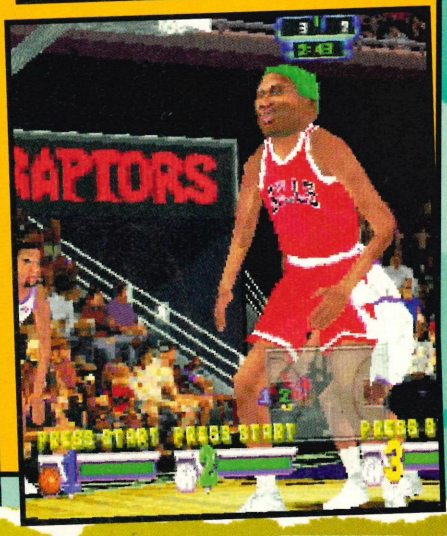
It's very unusual for the NBA to be so relaxed as far as how related products deviate from their beloved league, so it's doubly strange to find the players mucked about with in the game. I mean, just check out the size of that freaky head! Mummy, I'm scared!



"And now, please welcome, live on stage, the band you've been waiting for... the Jacksons!"



"Ben, the two of us need look no more. We've both found what we've been looking for."

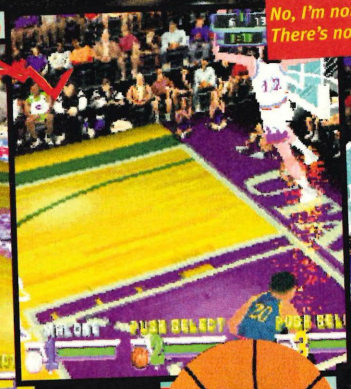


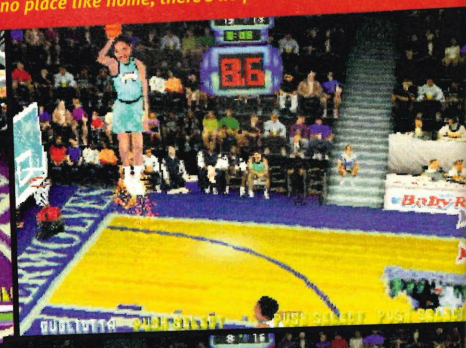
PREVIEW

YOU MUST BE JOKING!!

The 'Extreme' of the game's title must surely come from the incredible stunt dunks available to the player when using the Extreme button (like the Turbo only accessing more freaky shots). I mean, examine some of these spinning, diving, flaming shot thingies!

No, I'm not wearing ruby slippers. My feet are simply alight, okay? There's no place like home, there's no place like home...

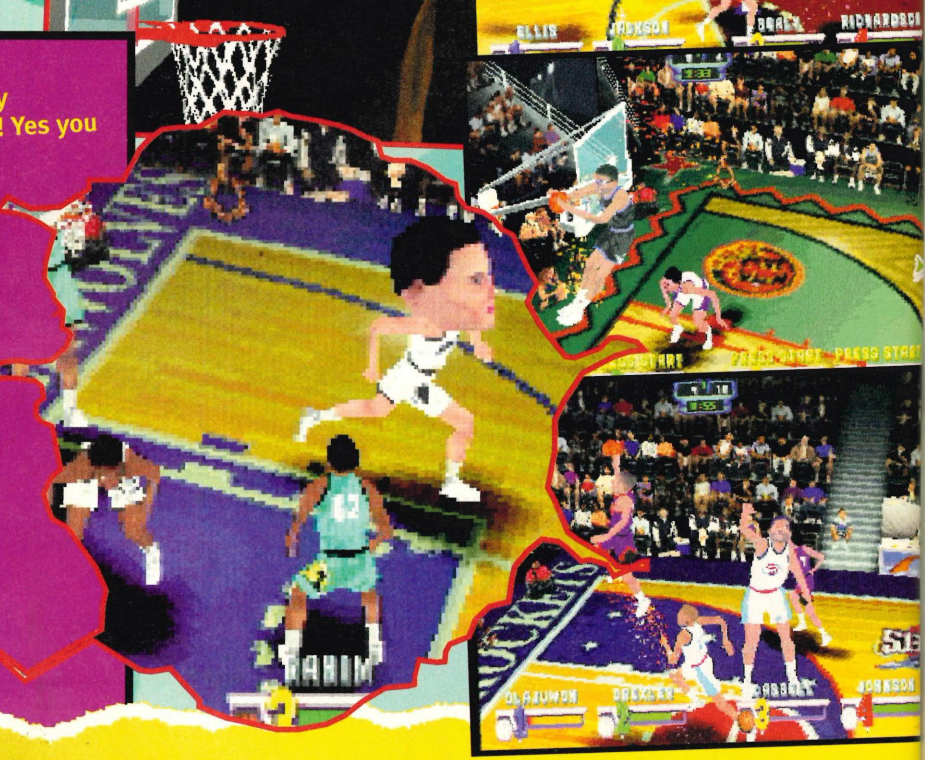




FREE TATTOO!

WAHAY! What the flinkin' hell's this then? Well jigger my ruptured spleen if it isn't the latest in tattoo technology! Yes you too can look 'hard and clever' without having to endure the agony associated with inserting red-hot, ink-filled needles into your arm. Just wet your skin and get it on!

Thanks Acclaim! You're simply the best!



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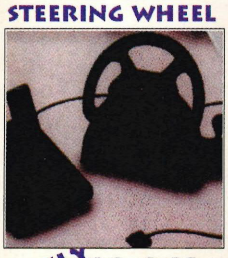

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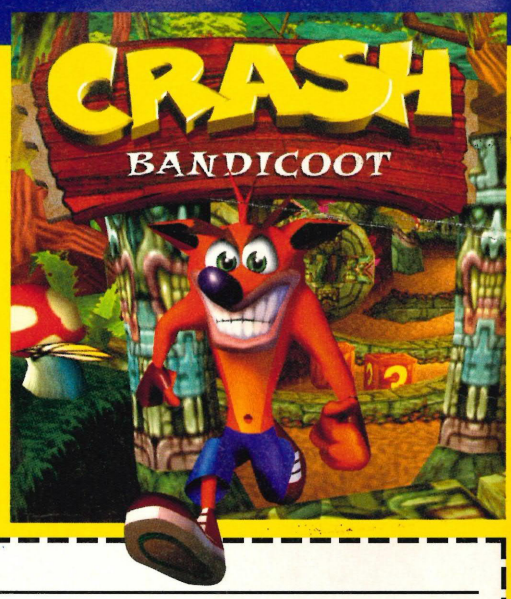

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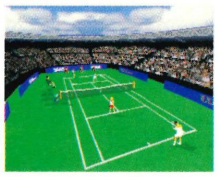

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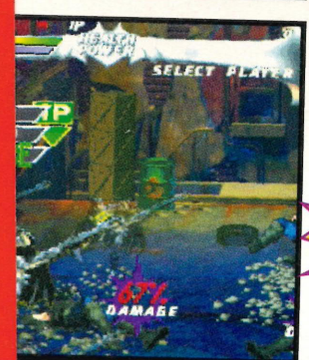
FREE! TIPS BOOKS

TURN TO PAGE 83 FOR YOUR FREE TIPS!

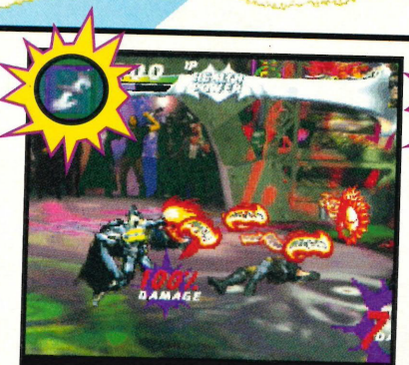
YOUR REWARD...
ON!

f every level, you are assessed by how well you performed across of the stage, and how many of ickups you managed to get. It ou the choice of icons as a gift to t the next stage with. So here's what those icons actually do:

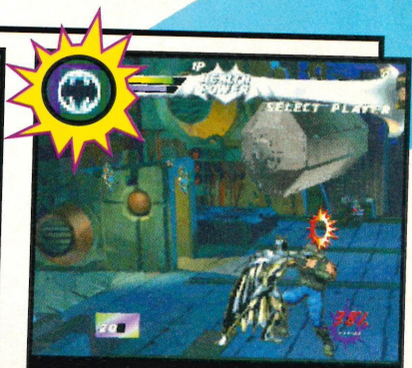
EST ROUND SCORE
ed by a 2X icon on the screen, oes is simply doubles your ores once activated.



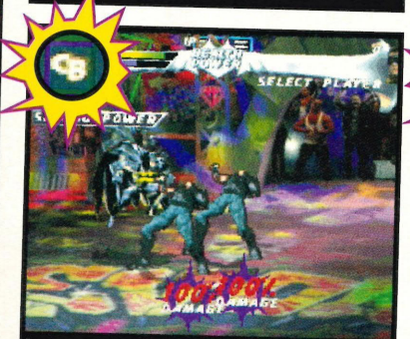
GHEST COMBO
lenched fist appears for is bonus, and will give you Holo mode. Hurrah.



HERO BONUS
Make yourself start with 10 Bat-arangs, by selecting the – surprise, surprise – Bat-arang icon!

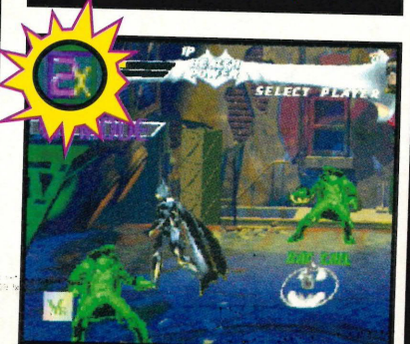


BAT-SIGNAL BONUS
By using this and whacking the punch button when you're holding an opponent, you can inflict loads of damage.

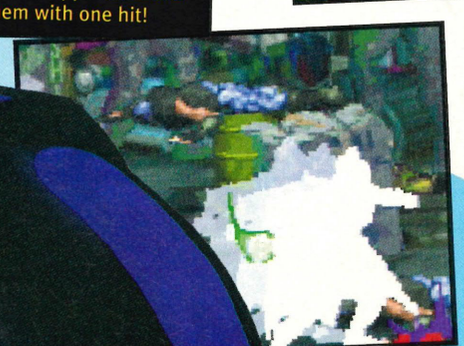


CRIME BUSTER
One of the most useful pick-ups to choose as it doubles your power once activated. Ahh, the power!

RIDDLER BONUS
The question mark will give you temporary invisibility, and using punch while transparent, causes you to teleport.



SPACE BONUS
Another useful pick-up as this one freezes all on-screen opponents and then kills them with one hit!



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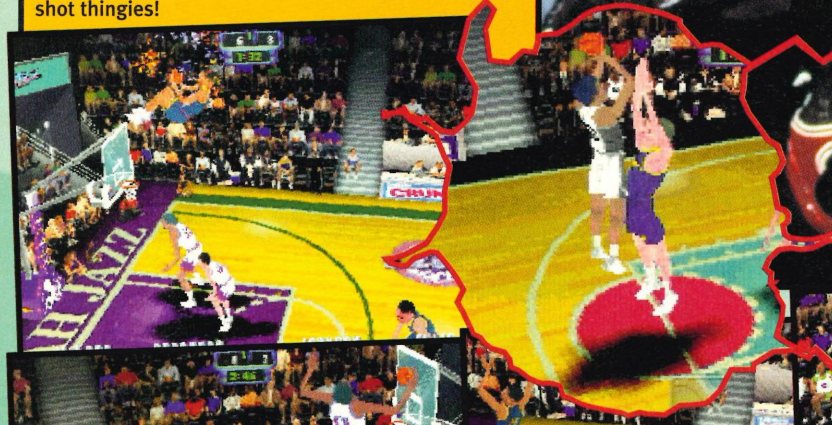
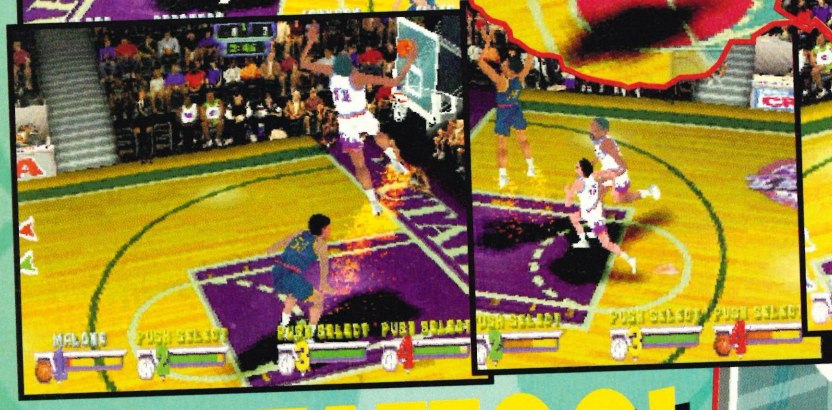
PREVIEW

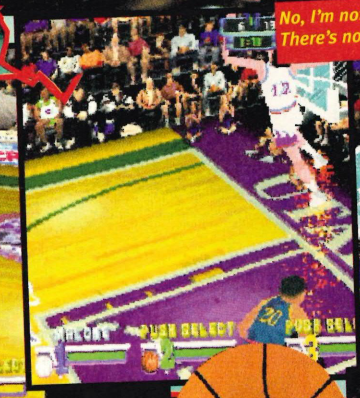
YOU MUST BE JOKING!!

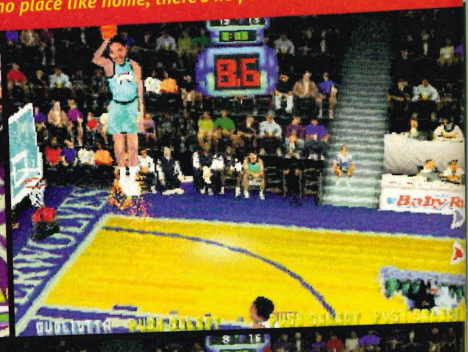
The 'Extreme' of the game's title must surely come from the incredible stunt dunks available to the player when using the Extreme button (like the Turbo only accessing more freaky shots). I mean, examine some of these spinning, diving, flaming shot thingies!





No, I'm not wearing ruby slippers. My feet are simply alight, okay? There's no place like home, there's no place like home...

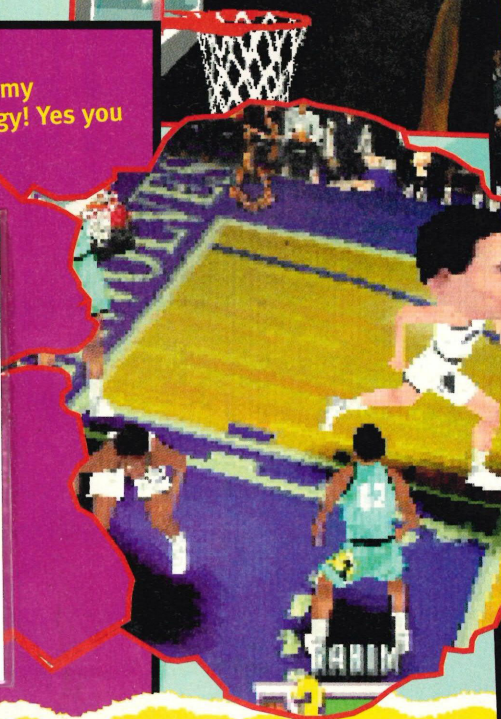


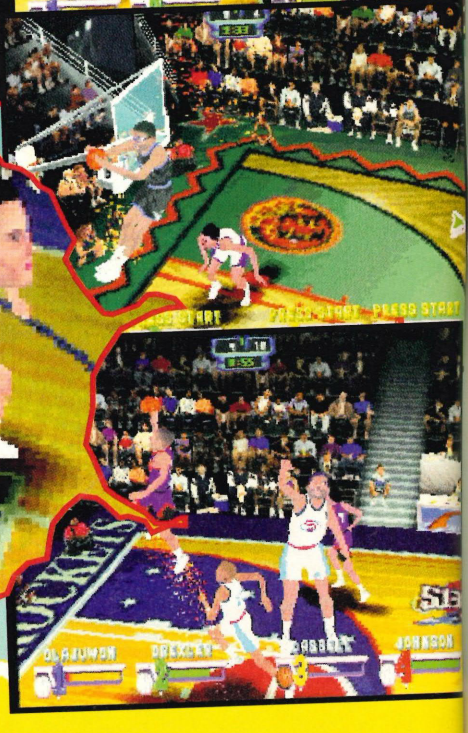


FREE TATTOO!

WAHAY! What the flinkin' hell's this then? Well jigger my ruptured spleen if it isn't the latest in tattoo technology! Yes you too can look 'hard and clever' without having to endure the agony associated with inserting needles in your skin

Thanks A
You're sim
the best!





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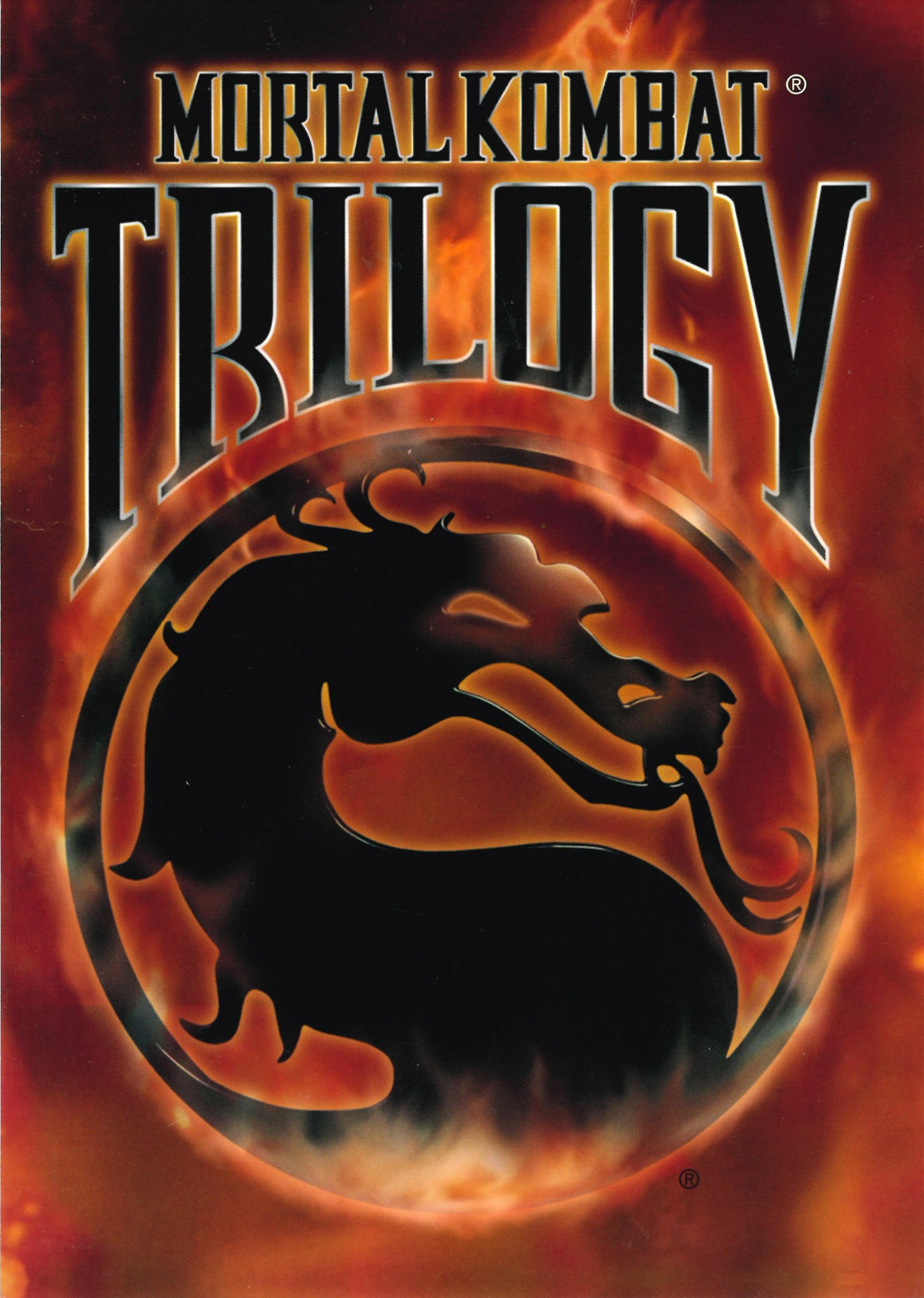
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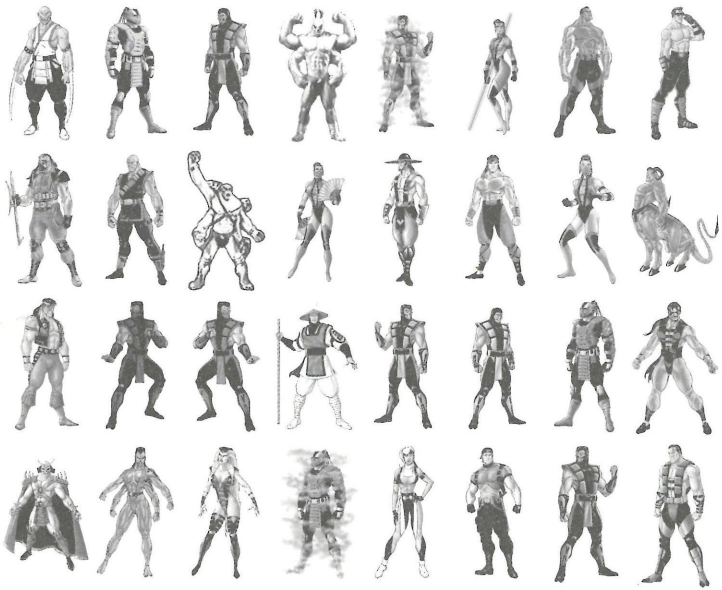

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